**506 PS2 GAMES RATED!** THE ONLY BUYING ADVICE YOU NEED! / **228 POWER CHEATS!** PLUS GET *REAL PES3* TEAM NAMES!

# PSM2

THE NO.1 FOR PS2 G/

**THE TRUTH!**

**13**

**HUGE REVIEW!**
Find out why 13 misses the mark...

**EXCLUSIVE!**

# FIFA 2004

**RESULT!** Pro Evo 3 Vs FIFA
PSM2 delivers final score!

**REVIEWED!**

# WWE SMACKDOWN VS BACKYARD WRESTLING

**GRAPPLE PIE!** All the action! All the gore! But which kicks more ass?

**EXCLUSIVE REVIEW!**

# TONY HAWK'S UNDERGROUND

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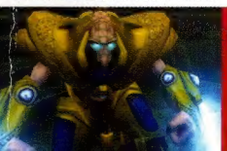

**STARCRAFT GHOST**
STEALTH CHECK
It's Splinter Cell... in space?!

**RATCHET AND CLANK 2**
A NEW WRENCH MARK?
Or nuts? The brutal verdict.

**TOKYO GAME SHOW 2003**
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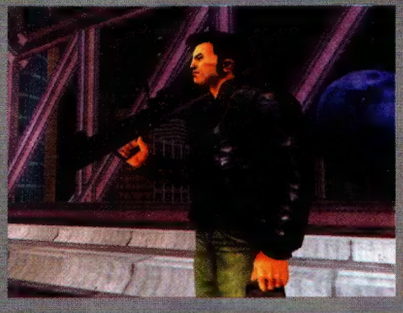

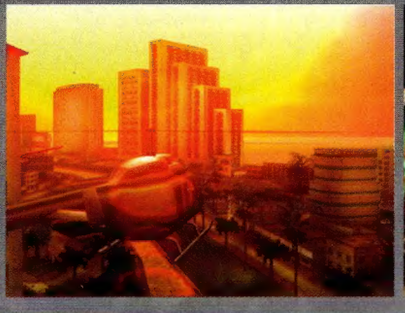

"GRAND THEFT AUTO III IS A NATIONAL OBSESSION. ITS SEQUEL BORDERS ON SOMETHING MORE: ART."
TIME MAGAZINE

WWW.ROCKSTARGAMES.COM/GRANDTHEFTAUTO

PlayStation 2

18

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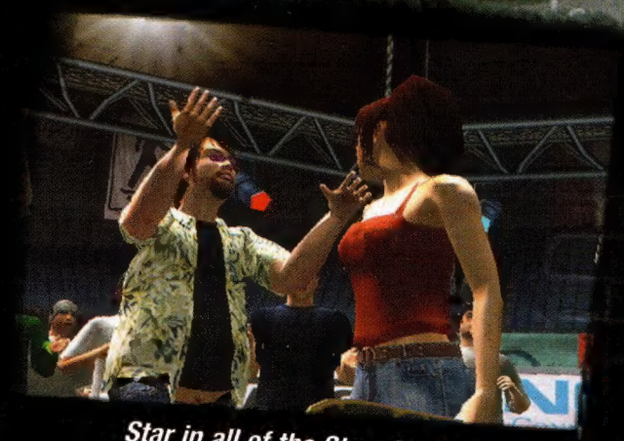
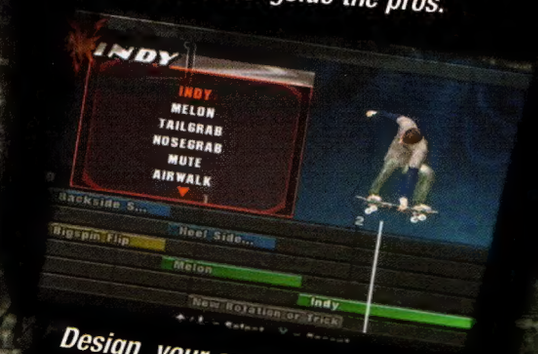
# THE UNDERGROUND

Tear it up in cars or other rides.



Star in all of the Story Mode movies alongside the pros.




Design your own tricks, decks, goals, and levels. It's your game!

## TONY HAWK'S UNDERGROUND

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**Break the rules. Beat the odds.**
**Become a Star!**

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PlayStation 2

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NEED FOR SPEED
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fun,
anyone?
PlayStation.2

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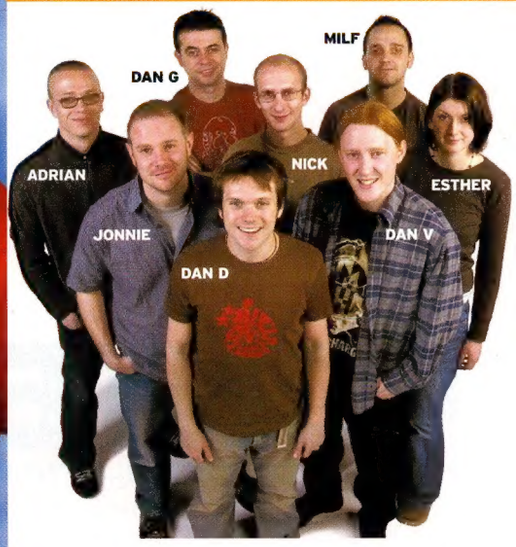
# WELCOME TO PSM2




## GAMES THAT GIVE YOU CONTROL. IT'S THE FUTURE, WE TELLS YA.

**Imagine if you could have built your own car in *Gran Turismo 3*. Or created your own totally new fighter with his own unique moves in *Tekken*. Or designed your own city in *GTA3*. Imagine the possibilities...**

Sounds silly? Not really. Hell, the dawn-of-PS2 brilliance that was *TimeSplitters* let you build multiplayer levels and that was bloody ages ago. But imagine this: imagine the the ability to scan your face onto an in-game character. Imagine being able to take that character online, with a personalised skateboard, and invite people on the other side of the world to play in a skatepark designed by *you*.

But this isn't a flight of fancy. This is reality – because you can do all of that in *Tony Hawk's Underground*, a game that is a modern miracle of customisation and a brave indicator of da road ahead for videogames. Hell, it even lets you fashion your own tricks, so you can show off yer madskillz in your own skatepark in front of a group of the aforementioned transatlantic players. The world suddenly became a smaller but distinctly phatter place.

Which brings us, neatly, to the magazine you're holding. We're constantly striving to improve PSM2, to give you, the readers, an even better magazine for your hard-earned cash. So expect amazing new things very shortly and if there's anything you especially want us to do (throw Dan D off a glacier, set fire to Milf, place Dan G in a perspex box by a famous London landmark or, um... put some more tips in the mag) then write (or email) and let us know.

Right, back to business. We're going back online with sickest tricks you're sweeeeet ass ever did see. See you there.

**THE PSM2 TEAM**

# THUG

PSM2 has the EXCLUSIVE PS2 review of the Hawkster's latest! Find out why THUG is one of the best games you'll be playing this Xmas...

PSM2 COVER GAME! PG24

## BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

### THE SHARPEST OPINIONS

Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

### THE CLEAREST INFORMATION

Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

### THE RICHEST DETAIL

We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

### THE BIGGEST GAMES

As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

### THE HOTTEST DVD ACTION

Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

### WARNING: PSM2 ISN'T ABOUT...

Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

**PSM2 • OFTEN IMITATED • NEVER BETTERED**

# PLAYSTATION 2 MAGAZINE

# PSM2

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PLAYING PS2 LONGER, HARDER, FASTER

コンテンツ

コンテンツ

WORLD EXCLUSIVE!

## TONY HAWK'S UNDERGROUND

Thought Tony Hawk was getting a little old, a little stale? Forget about it! THUG is the ultimate skating game that actually puts YOU in the game. Feel the force as the format is freshened by the experts at Neversoft – and don't miss our exclusive review on page 24...

**BACKYARD WRESTLING** ..... **PAGE 60**
Painful do-it-yourself brawling is the order of the day here.

**GREGORY HORROW SHOW** ..... **PAGE 68**
A most unusual take of soul-collecting and square, square heads.

**13** ..... **PAGE 52**
Astonishingly fresh FPS thrills from this comic shooter.

**RATCHET AND CLANK 2** ..... **PAGE 74**
The furry thing and gentleman robot return. Ree-sult!

**WRC3** ..... **PAGE 80**
Top rally action - but can it challenge Colin McRae?

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The place with the hottest PS2 stories, news from developers, insider gossip and release info
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"HE WAS TALKING OUT OF HIS ARSE" - PG19

**BEYOND GOOD AND EVIL** ..... **PAGE 64**
Ces't formidable, but is it *too* French for its own good?

**THE SIMPSONS: HIT AND RUN** ..... **PAGE 76**
The first half decent Simpsons game since, well, forever.

**FIFA 2004** ..... **PAGE 58**
FIFA's back! And it's online too. But can it beat PES3 for gameplay?

**"WE UNCOVERED SHATTERING PROOF THAT SSX3 ROBBED ALL OUR IDEAS AND <SNIFF> DIDN'T CALL US BACK" - PG18**

## YOUR QUICK FLICK GUIDE!

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| Conflict Desert Storm 2 | 101 | Pro Tips |
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# NEW TO PSM2?

## WE RECOMMEND YOU GO HERE FIRST...

**12 ON YOUR DVD**
If you're keen, you've already seen this month's awesome DVD. If not, flip the page and check out what you've got to watch when you get home...

**14 LETTERS**
Find out what *real* PS2 gamers are talking about.

**24 THUG**
It's Tony Hawk's - but not as you know it. Activision pull out all the stops for the Hawkster's latest game, and we've got the review to tell you all about it...

**52 13**
Take a graphic novel and a first-person shooter, and mix 'em up together. Hey presto – you've got 13. The bold new FPS is reviewed right here.

**ISSUE #42 "BLIND SKATE"**
It's the biggest, the best, the boldest Tony Hawk's game yet. It even lets you drive cars, frchrissakes. It's also an astonishing online game too - read our review for the full skinny...

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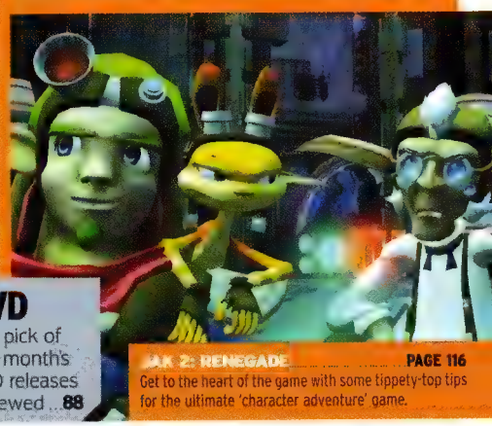


**JAK 2: RENEGADE** ..... **PAGE 116**
Get to the heart of the game with some tippety-top tips for the ultimate 'character adventure' game.

## DVD

The pick of this month's DVD releases reviewed ... 88

"THE ORANGE WRITING TELLS YOU WHAT SECTION YOU'RE IN - THE BLUE HIGHLIGHTS WHAT YOU'RE ABOUT TO CHOOSE"

# PSM2DVD 42

When you need a DVD we take the problem to task. Serve up fresh video like bustin' caps in yo' ass. PSM2 like a mother.

THE NO.1 DISC FOR PLAYSTATION 2 GAMERS
PSM2DVD
VOL. 42 The HOTTEST games // The BIGGEST disc // The No.1 choice
EXCLUSIVE!
NEW! GRAN TURISMO 4
NEW! ONIMUSHA 3
NEW! FORBIDDEN SIREN
NEW! TOKYO GAMES SHOW 2003 REPORT
16+
15
WORLD FIRST!
MANHUNT
EXCLUSIVE! Don't miss the first chilling footage of Rockstar's murderous Vice City beater!
FIRST AGAIN!
TONY HAWK'S UNDERGROUND
IN-GAME TRICK SPECIAL! We rip Tony's face right off and play his latest to death!
AND AGAIN!
Tom Clancy's SPLINTER CELL
PANDORA TOMORROW
SILENT BUT VIOLENT! See why Sam Fisher is the king of stealth!
527 CHEATS ONLY ON THIS DVD

## MANHUNT

Mother of God Manhunt's creepy. That 80's John Carpenter-style synth soundtrack. The grainy, flickering CCTV style camera. The dark, brooding visuals. You just know it's going to scare the crap out of the fuddy old censors when it arrives next month. Want a taste of what the *Vice City* boys did next? See the very first, tantalising trailer only here in PSM2. Go on, you know you want to.

It's a massive month for other top new games too. Sam Fisher makes a return to the DVD in *Splinter Cell: Pandora Tomorrow*; big Tone rips up the streets in *THUG*; we uncover the dark secrets of Sony's sinister new horror title *Forbidden Siren*; put *Gran Turismo 4* through its paces, and come over all Samurai with *Onimusha 3*.

And there's more. Much more. Over two hours of crisp new PS2 game footage and commentary. Trust us, you're going to love it.

## GET THE MOST FROM YOUR DISC...

### DOLBY 5.1 SOUND

The PSM2 DVD now sports full 5.1 support with portions of the DVD soundtrack and, where available, the game noise itself being presented in full Dolby Digital 5.1 surround sound. If you don't have the gear, fret not. Our disc works perfectly in stereo or mono.

### PIN-SHARP PICTURE

We've optimised the presentation of the disc to provide high quality playback on any TV using any connection. But for maximum enjoyment, we recommend you get hold of a lead with S-Video connection for your PS2 (around £15). Either that or watch the disc in RGB-o-vision with a regular DVD player.

### SYSTEM MODIFICATIONS

Want to make your DVD playback even louder and sharper through the lead that came with your PS2? Simply pause your disc (by pressing ) and locate the Set-Up option (top row and right). Go to Audio options and set the DVD Volume option to +2. Do the same for DVD Sharpness.

### COMPLETE BUYER'S GUIDE

The PSM2 DVD isn't just a monthly collection of the hottest in-game action from the biggest new titles. It also features a review vault of every PS2 game, plus video-reviews of our top recommendations. Finished watching the footage? Try out our unique branching directory.

### SHHH. IT'S A SECRET...

Finally, when you think you've explored the disc completely, you haven't. We've deposited some secret footage on the DVD. As always, we'll reveal where it was and what it was next month. In the meantime to find out how to unlock last disc's egg, see over there...

# THE BEST GAMES • THE BIGGEST DISC

## NEW TO PSM2? START HERE...

### 1. THE MONOLITH

After thrilling to our full-on DVD intro, your journey through harsh reality brings you to the PSM2 Monolith – a peaceful and perfect place where you can choose from one of five PSM2 game-realms to visit.

**THE MONOLITH:** Here's where your journey starts. Explore every section to release three and a half hours of entertainment.

### 2. GETTING AROUND

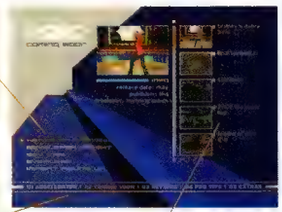
Whether you're using a DualShock 2, PS2 remote, using a PC's mouse or simply watching through a DVD player, it's easy to find what you want. Here's the PS2 basics...

**While you're watching Reviews, click down the R3 Analogue stick to hear an alternative soundtrack.**

### 3. BROWSING

Your DVD has five main sections: Accelerator, Coming Soon, Reviews, Pro Tips and Extras. Each of these is split further for your ease and entertainment.

**THE SUB NAVIGATOR**
In each section you can move the blue highlight left to this column and choose similar parts of the disc.



**MAIN MENU**
Move the blue highlight down here to access all the other sections of the DVD – no need to go back to the start. Magic.

**GAMES**
Scroll the blue highlight up and down here – click ⊗ once to select, then again to play.

**EASY GUIDE** Orange shows you what section you're in, blue what you're about to choose.

## THIS MONTH'S HIGHLIGHTS...

**MANHUNT:** Sinister first footage of Rockstar North's ultra-violent new game. Don't miss it!

**GRAN TURISMO 4:** Don't wait til next year. See it here now!

**FORBIDDEN SIREN:** Better than *Silent Hill*? Juge for yourself...

**ONIMUSHA 3:** Sizzling new trailer. Reno it makes sense!

### ACCELERATOR

The biggest developments from around the globe in one eye-rinsing news burst.

**Press ⊗ to play the newsreel.**

### COMING SOON

Home to upcoming games, it's split into five zones.

**Hands-On Previews**
All the latest game footage and trailers.

**Developer Insight**
We corner friends from the videogame world and make them speak for you.

**Spy Cam**
Our game spies are always ready to bag behind-the-scenes footage that other mags wouldn't even dare to record. It's exclusive, for your eyes only.

**Overload**
It's the best of the rest – exactly the same as in the magazine.

**Import Round-Up**
From hot new games to multi-million best sellers. Here's what's moving and shaking in Japan right now.

**Press ← to use the Sub Navigator and make a selection.**

### REVIEWS

All the insight of PSM2's famous reviews on a DVD.

**Recent Releases**
See 'em in action, check the PSM2 verdict and listen to the team emptying their heads into your ears.

**Absolute PS2**
A unique branching directory of every PSM2 review – an essential resource, updated every month.

**Must Buy**
We've broken down the entire PS2 back catalogue into popular types of game. Choose your favourite genre, and then check out our recommended titles – click ⊗ to see the review and R3 for commentary.

**Press ← to use the Sub Navigator and make a selection.**

**SPLINTER CELL:** First trailer of *Pandora Tomorrow* today!

**THUG:** Exclusive in-game action as we, literally, dive straight into the Hawkster's evolutionary installment.

### PRO TIPS

No other mag brings you top guides and reader show-offs.

**Pro Dojo**
We want to make you famous. Take part in our challenges (see pg98) and earn a place in DVD history. Note: the quality of playback may suffer due to source material being supplied on VHS.

**The Experts**
We single out a star performance each month. This can be from one of PSM2 team, the game's developer, an award winning pro gamer, or you.

**Access All Areas**
A massive volume of life-saving tips, codes and cheats.

**Press ← to use the Sub Navigator and make a selection.**

**TOKYO GAMES SHOW:** See our video report from the Far East's greatest spectacle!

### EXTRAS

You'll find Showreel and Random Factor selections hidden away here. Play the entire content of the disc in order or – hey! – at random.

### LAST MONTH...

Issue 41's secret is a glimpse of the oon-to-be-confirmed *Deus Ex 2: Invisible War*. To find it, simply head over to Pro Tips, then Pro Dojo and press up from the middle screen.

# LETTERS
THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

GAME
www.game.uk.com

**WINNER!**
Every issue, the writer of the Star Letter gets the PS2 game of their choice in return, courtesy of the bright sparks at GAME. Simply tag which game you'd like to the bottom of your letter or email and, if you're the chosen one, GAME will be sending you a copy to your door. Now – entertain us and your fellow readers...

## LIVE LONG AND PROSPER
## "PAYING £40 FOR A GAME THAT ONLY GIVES YOU A FEW HOURS OF FUN ISN'T WORTH IT"

Well, first I will say that your magazine is one of the best on the market.

But enough of the sucking up. I'm fed up with the length of most games nowadays - I remember buying a game and two months later still trying to complete it, but now you will be lucky if you haven't finished it in a week, sometimes even a day. *Enter The Matrix* took me four days to complete, and that was with both characters, and I didn't even play it constantly.

The thing that makes this fact even worse is when a really good game can be finished in a day. I bought *Zone of the Enders: The 2nd Runner* on Sunday and played it Monday after work and finished it! I have waited a year to get my hands on this game and I have completed it in a day. I was really disappointed. I really enjoy playing games but this makes me think that paying £40 for a game that only gives you a few hours worth of fun isn't worth it.
*C. Williams*
*Via email*

**With most games still costing about £40 a pop, value for money is certainly an issue we should all be aware of. But we said it last issue and we'll say it again – short, fun games are better than long, dull ones, and it's really the experience itself and what you get out of it that matters. After all, 30 minutes of the Simpsons is immeasurably better than six hours of Eastenders. But we hear your pain, 'C' - games are expensive and we demand both quality AND quantity.**

## THE PSM2 RAGE GAUGE

### SIM-PLY A RIP OFF
**Dear PSM2,**
***The Sims: Bustin Out*. Sure it looks good, but is it a totally new game? It looks more like an add-on for the original game. Personally I think that if they they're going to sell at full price, then it is a complete rip off. The original has only just left the charts. So they should make it an add-on to the first, like on the PC, and make it cheaper. There's no way I'm going to fork out another forty quid for it. I'm so pissed off! (grabs prozac)**
***Sammy, Via email***

*So you're not the type who buys FIFA every year, eh?*

This is your chance to air your views on the hot potato of the moment:
Have THUG's excellent online options tempted you to get connected?

# EMAIL: PSM2@FUTURENET.CO.UK
**WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW**

### EYE, EYE
Dear PSM2,
As an enormous (no, not literally) fan of your magazine, which is the best on the market, I just had to write in to your letters page.

You see, I came up with a brilliant idea while watching the Accelerator section on your DVD - I came across the game Hungry Ghosts and thought that there is a great new gadget around that will add immeasurably to the fun of completing such a game. That gadget is the Eyetoy.

Why can we not use the Eyetoy to take either a video or picture of how scared we look while playing the game? It could be just like a day at a theme park but in the comfort of your own home. I think it will also add to the pleasure of completing the games to get those pictures or videos as mementos. I hope Sony and many horror game developers will take this concept and maybe develop it further.
*Alex Quartarone*
*Via email*

**Hmm. Not sure pictures of a pant-filled Dan D mid-*Silent Hill* would be the most pleasant thing to see in the world, but we take your point.**

### STOLEN SNAKE
Dear PSM2,
While perusing the internet I came across a film, available on import DVD, entitled 'The Snake Eater.' Not only that but upon further inspection it had spawned two sequels!

Surprisingly it's about a former member of a crack marine search and destroy unit. Was Kojima inspired by this trilogy? Not likely but I just thought I'd let you know.
*Mark*
*Grimsby*

**Yup, we're aware of the 'Eater, starring the incomparable Lorenzo Lamas (who he?) and naturally own a copy. If Koj has indeed taken inspiration from it we can expect lots of soft porn interludes in *MGS3*...**

### GREAT SNAKES
Dear PSM2
This is my idea for *MGS3* - an online stealth deathmatch! Incorporating arenas from previous versions (Plant, Tanker, sections of Shadow Moses) and different characters with different abilities. For example Vamp could throw knives and climb up walls, Fortune could use her B.B.G (bloody big gun) and Snake could just strut around being the coolest game character in existence.

And I suppose Konami could use the floppy haired whiner if they had to.

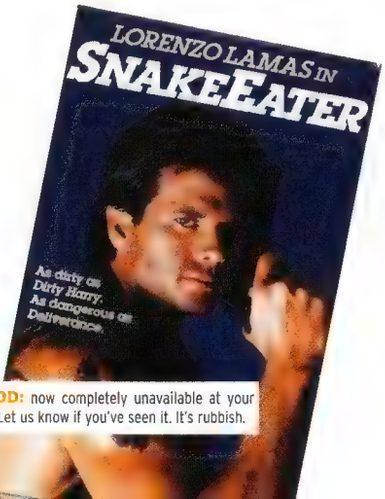
To make things interesting, guards and cameras could be turned on and off for a more or less stealthy game. Imagine a shootout between 3 players with very different abilities and 10 heavily armed guards. If that was executed right it would be brilliant

However, there could be the opportunity to work in teams as well, similarly to Raiden and Snake's team up at the end of *MGS2*. The possibilities for types of game in these arenas (survival, guard elimination, dog tag collecting, capture the flag) are endless.

So that's my idea. What do you think? Am I the next Kojima or should I start arranging a future with 3DO?
*Jon*
*Herts*

**No, no, no, you've got it all wrong. We asked for *stupid* ideas not really good ones! Tut.**

WRITE TO PSM2 WITH MANHUNT - WHAT DO YOU RECKON? THUG - THE BEST 'HAWK YET? ARE YOU ONLINE YET, AND IF NOT, WHY NOT?




**EAT ME GOOD:** now completely unavailable at your local video store. Let us know if you've seen it. It's rubbish.

### METAL GEAR STUPID
Dear PSM2,
I was just reading your great mag when I came across PSM2 Idol, and it said you had to be 18 and could take on a full time job.

Well, I'm sure hundreds of readers will jump at the chance to work with you lot at PSM2 but a lot of readers are under 18. So instead I think you should put in a section each month where a select number of readers get their reviews and opinions published.

And so on to *MGS3*. My five *MGS3* ideas are:
1. You can use fish as a weapon when times are bad and you have no ammo.
2. You can tame one of the enemies dogs and keep it as a pet.
3. You can use the Eyetoy to put your face on Snake's face or to put it on a T-shirt that he can wear when he's in bed (or to strangle bad guys and the last thing they see is your face).
4. You get a machete to build a hut to sleep in for the night and you can use it as a weapon.
5. You get a blow up doll for when you

**WE WEAR SHORT-SHORTS**
Does the length of a game concern you? How long does a game have to be in order for it to be worth forty smackers? We want to know. So tell us! TELL US! Etc.

# GOIN' POSTAL

Some of your missives pruned right to the core, like giant flowering bushes butchered for no particular reason but our amusement. Hahaha!

### SHOWBOAT
The yanks have E3, Japan has the Tokyo Game Show but we've got the best game show in ECTS.
*Terry Jones, via email*
**Riiiiight.**

### CONFLICTED
I am disappointed 'cos you didn't mention how short *Conflict Desert Storm 2* is - I was expecting more than 20 levels.
*Emillio, Malta*
**So what does 'Ten missions to tackle' mean to you, exactly?**

### CHINNIE
I thought you'd like to know that the next *GTA* is in Las Vegas. My cousin works for Rockstar, see.
*Peter Courteney, email*
**And the sun disappears behind a cloud of bewinged porkers.**

### STADIUM
I'm not sure it's in all stadiums but just try and you will see.
*Abiodun Kassim, email*
**Right you are.**

### MONEY
Microsoft ruin everything
*Dave Sim, email*
**Easy.**

get lonely and think of your girlfriend.
*Adam Wilkins,*
*Via email*
**Now *that's* more like it.**

## GRAND PLANE AUTO
Dear PSM2,
I think the next *GTA* game should have an airport that actually takes you places. In *Vice City* and *GTA3* you can go to the airport but you cant go on the planes. What the hell is the point having it?

Wouldn't it be cool if add-ons were released and when you go to an airport it would say 'please insert disc 2' or something. You would be able to go back to Liberty City and Vice City and just see the events. For example, in Vice City you could assassinate Pastor Richards (you know you hate him!) or work for Tommy Vercetti.

You have to admit, it would be cool and you would be occupied for months. Anyway, great mag.
*Kevin McCormack*
*Scotland*
**Sheesh. Weren't you happy with the helicopter? Nice bunch of ideas, mind. Let's have some more.**

## SUITS QUEUE
Dear PSM2,
OK, so it's the first morning of the PlayStation Experience and I'm waiting in line to get into the eagerly anticipated festival and then a message comes over the speaker system that 'due to technical faults with the games there will be a 30 minute delay'.

What the hell? Why? So after 30 minutes I get into the Experience and get to the games as soon as possible, only to find already substantial queues and half of the game pods not working. About halfway through the event I realised I had only played half a dozen games and the queues were now ridiculous. What ever happened to the guys coming round kicking people off if they'd been playing more than their fair share? Sure, this was annoying last year but this year it was sorely missed. This year's event was terrible and they need to improve it sharpish. More games pods, less advertising, people kicking people off and more competitions. Anyway, Hardware Online was the most enjoyable game there. Buggies rule!
*Braham Lyons*
*Via email*
**The 'minders' were "annoying" last year, but "sorely missed" this year? Sony can't win can they? Tsk. But yes, let's hope they sort it out.**

## SILLY HUNT
Dear PSM2,
Hunted... hunted down, Gotta get the fuck outta town...

Anyway, I am really excited to see a game with what promises to be one of the best storylined games ever on the lovely little console we call the PS2. Of course, I'm talking 'bout *Manhunt*, and from what I've seen so far it seems to have one of the most interesting, yet needlessly violent, storylines ever.

However, this game has given me a bit of confusion... So far, from what I've seen it just looks like all watch, no action... The game does look great, don't get me wrong, but I am really confused on how the hell it will convert into actual gameplay other than just an animated movie which is rated 18+. If you do know what the actual gameplay is going to be like, please tell, eh?
Adam Turner
*Via email*
**I think we can quite categorically state that there'll be some playing involved. Yes. It's a third-person adventure, a lot more linear than the likes of *Vice City* and it's quite shockingly brutal. More soon.**

**BAN THIS SICK F'ILTH NOW:** Sooo, what's your thinking on Manhunt? Looking good or exploitative tat?

**"WHATEVER HAPPENED TO THE GUYS COMING 'ROUND KICKING PEOPLE OFF IF THEY'D HAD MORE THAN THEIR FAIR SHARE?"**

## SLIPPING SPEED
Dear PSM2,
I have been buying your magazine for some time now but in the last three issues I have noticed something that has caught my attention. After reading issue 39 I flicked to the page entitled next month and noticed that you would be reviewing *NFS: Underground* the in the next issue.

After reading your section on it I thought it sounded a great game and was hoping it was going to be as good as I had anticipated. So the day issue no. 40 came out in the shops I went and bought it. I read the mag cover to cover and then realised that this review you 'guaranteed' was not in the mag and there didn't even seem to be a preview or anything on *Need for Speed*. I then flicked yet again to what was supposed to be in next months mag and saw *NFS: Underground* EXCLUSIVE REVIEW!

So I decided to wait until next issue (issue 41) to see if the review you said would be there. To my amazement again there was no sign of a *Need for Speed* review. Then I checked what was supposed to be appearing in next months mag and saw no sign of any review, preview or anything else related to it. So what I want to know is is when will this game come out and if you will be reviewing it anytime soon? Sorry about the ranting and raving!
*Sam Beaumont*
*Northampton*
**Ah yes, sorry about that, it's all because of those dreaded slipping release dates. Rest assured, though, that you'll see a review in the very next issue of PSM2... Probably.**

## FINAL FANTASY
Dear PSM2
I am writing as retaliation to James McInroy. How dare he insult my coffee idea and then suggest boring ideas that have been used billions of time. I have one thing to say. Farting, laxatives and jitteriness are reality, not

# LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

**BIRTHDAY SNAKE:** Will *MGS3* contain any of the ideas you guys have come up with? We're betting no.

fantasy, and if bullet-time is anything but fantasy, then I'll eat the inside of my rectum with a spoon and a glass full of urine to wash it down.

If it's serious *MGS3* ideas you want, then how about some sleeping gas. Snake should have an awake meter (I'm sure they'll have better names for it) that decreases if he spends hours on end running or wandering around in sleeping gas. Then when he falls asleep, time speeds up so as to not bore the player, until Snake eventually wakes up or guards find and shoot him. Clever, eh?

*Ben Smallman*

*Via email*

**Yes, very clever. We're sure that Koj is scribbling all of this down right now. Ass with a spoon? Delicious.**

## SCREW JAMES LUSH!

Dear PSM2,

I get back from holiday and what do I find? Some shitty letter printed in your mag under my name! After the interrogation of several of my friends I discover that the bastards thought it would be funny to make me look like a twat to every PSM2 reader! Matthew Power and Rob Herbert would be right to think of me as a retard if I had actually written that letter, but I bloody well didn't.

*The REAL James Lush*

*Via email*

**Hurrah! He speaks! But sadly not to launch into a tirade of abuse against his persecutors. Bah.**

**CLOUD NINE:** A move based on *Final Fantasy VII*? Whatever next? A Charlie's Angel's film? Oh. Right.

## GIRLS A-CLOUD

Dear PSM2,

So Square are making a movie set after *Final Fantasy 7*, eh? Is this a good move or not? If you did a survey you would probably find out that more people would like a *FF7* sequel or revamp of the game than a movie. But there you go.

On the plus side I am still going to probably watch it and it does sound quite exciting. Cloud and Sephiroth in a movie... Think of it. Wow. They will have voices and everything. Tifa, Yuffie, Cid. I can't wait.

Perhaps there may be other surprises. It takes four years to make a FF film and if it's out in Japan in a year then they have been making this since the millennium, surely they have more planned. To make more money out of a film idea you release a game (which EA have learned only too well) but what game will Square Enix release. *FF7 - 2*, *FF7 REVISITED*, or just release *FF12* when the film comes out! Hey the *FF7* action figures may make a humble return.

*Robert Evans*

*Via email*

**But how interesting will a film of random battles and numbers floating over people's heads be?**

**DON'T WRITE TO PSM2 WITH:** MORE BLEEDIN' MGS3 IDEAS. ARGUMENTS WHY FIFA IS BETTER THAN PES3.

## NUTTER

Dear PSM2,

I would like to comment on the *Fifa* Vs *Pro Evo* argument and say that if you're a football fan like me then you have to like *FIFA* more then *Pro Evo* even if it's just for the brilliant attention to detail *FIFA* offers. *Pro Evo* might have slightly better gameplay though.

*Matt L*

*Via email*

**Dan D's on his way 'round with a very large hammer right now.**

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

## GLOBAL SPILLAGE

Letters from around the world in an easy-to-comprehend planet-gram.

### YOU WHAT?

**Who's been saying what this issue.**

MGS3

PS2 Price Cut

Christmas

Dachsunds

PES Vs FIFA


PLAYSTATION 2 MAGAZINE

PSM2

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Milf 'Velvet' Coppock

Jonnie 'Going...' Bryant

Daniel 'Bowie' Dawkins

Daniel 'London' Vincent

Adrian 'Moleman' Lawton

To Jonnie 'Optimus' Bryant

You shall be missed

Chris 'Troll' Stocker

Jes Bickham, Al Bickham, Lee Hart, Tom Mayo, Alvin Weetman, Katie Smith, Russel James, Sarah Kennett, Nick Ellis, Joel Snape, Stephen Daultrey, Steve Bailey, Dave Harrison, Karl Mackie

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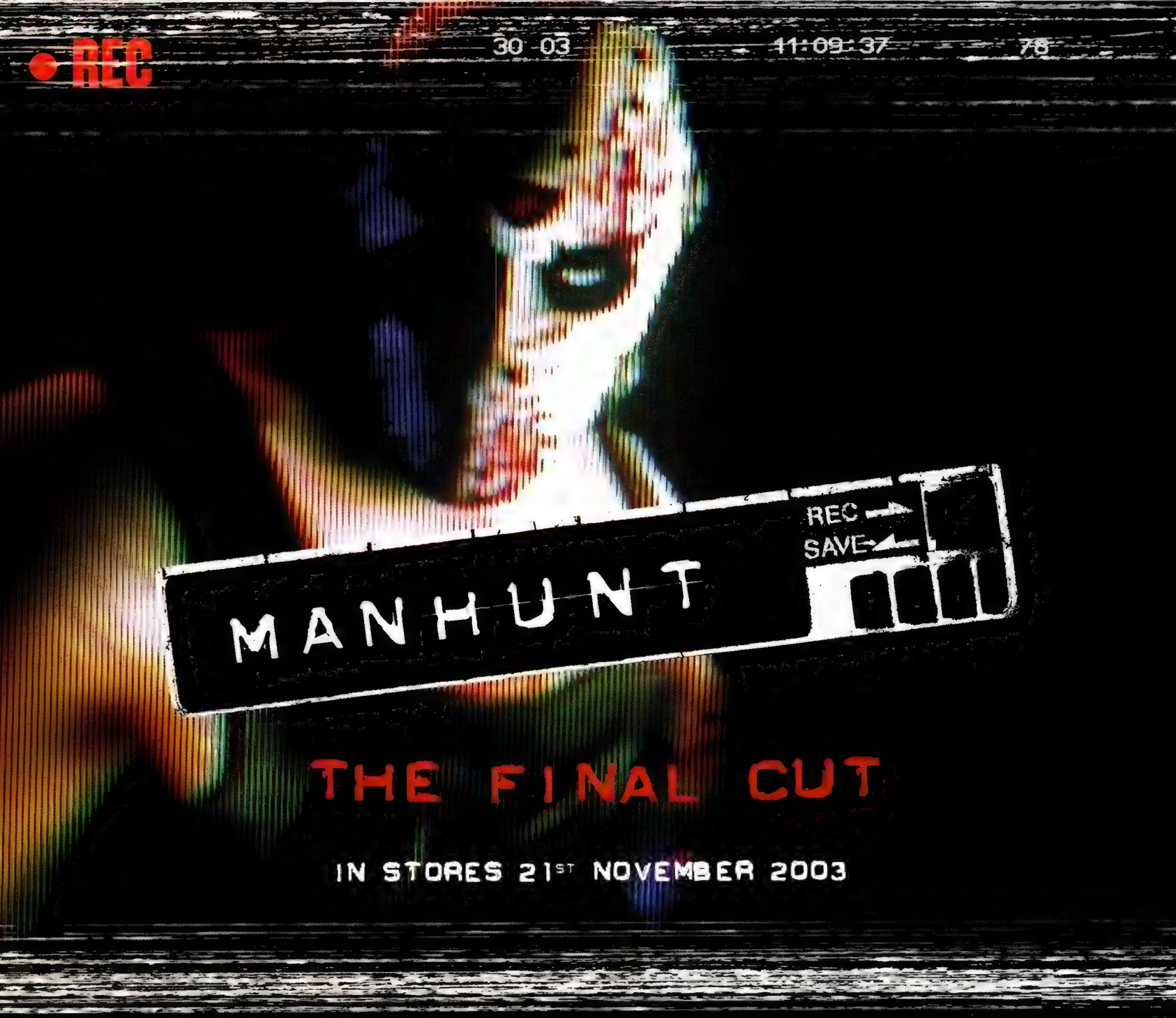

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PLAYSTATION 2 MAGAZINE
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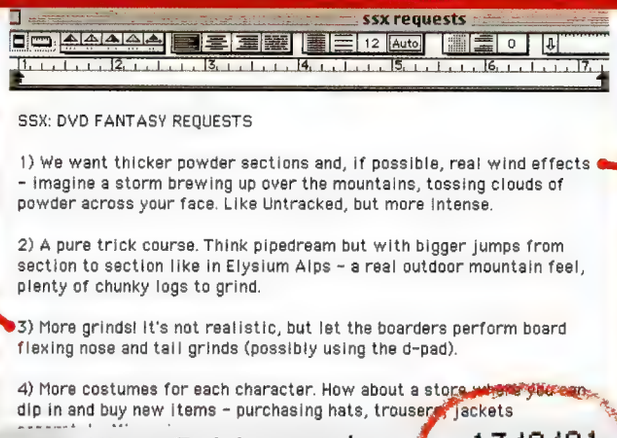
ssx requests
SSX: DVD FANTASY REQUESTS
1) We want thicker powder sections and, if possible, real wind effects – imagine a storm brewing up over the mountains, tossing clouds of powder across your face. Like Untracked, but more intense.
2) A pure trick course. Think pipedream but with bigger jumps from section to section like in Elysium Alps – a real outdoor mountain feel, plenty of chunky logs to grind.
3) More grinds! It's not realistic, but let the boarders perform board flexing nose and tail grinds (possibly using the d-pad).
4) More costumes for each character. How about a store where you can dip in and buy new items – purchasing hats, trousers, jackets
ssx requests
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# SSX3 RIPS OFF PSM2: PROOF

That's right – EA'S megabucks sequel swipes its ideas from PSM2, and we've got the damning evidence. The campaign for justice begins here...

**On October 1st 2003, we uncovered shattering proof that *SSX3* robbed all our ideas and <sniff> never called us back. We're a little emotional right now, so we'll set the scene... <Imagine one of these wibbly dream sequence things now. Er, thanks>...**

'Look!'' Yelped Dan D, PSM2's News Editor, waving a printout. 'I found it! Customisable haircuts? Unique special tricks? Ludicrously priced boards? This is *proof* that we had a hand in designing *SSX3*!... And I want some money.'

'Pffft.' Went Dan G. 'You could've written that ten minutes ago. In fact, I told Quentin Tarantino to make a kung fu film with Uma Thurman in a catsuit ages ago. And I invented Dairylea Lunchables.'

'Very funny.' Retorted Dan. 'Anyway, I've got a time-dated record on my hard drive, plus the email that I sent to EA's development team.'

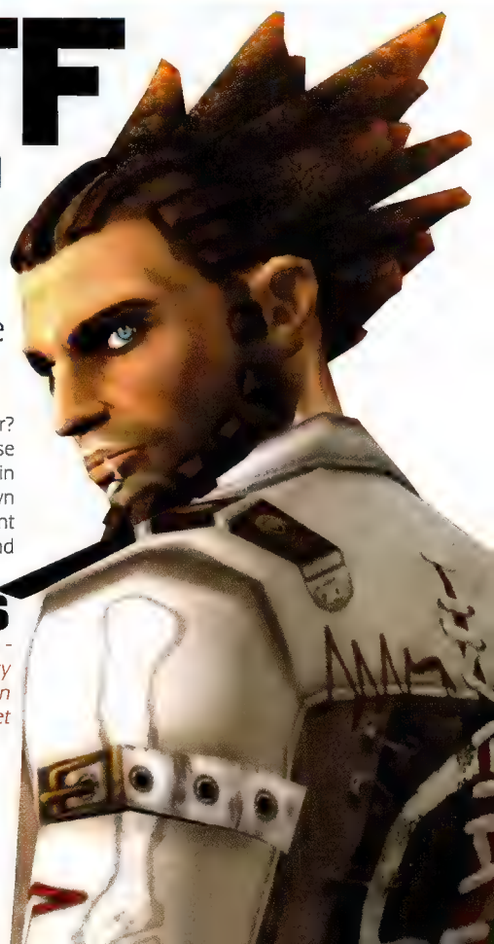
And – yikes – he's right. The e-mail – from Feb 2001, back when *SSX Tricky* was still known as *SSX: DVD* – is spookily accurate. To think, EA initially dismissed the suggestion of 'a store where you can buy hats, trousers and jackets', because the boarders "wouldn't like you messing with their style". How do they explain the garment-stuffed lodge in *SSX3* then, eh?

Sceptical? Scan the wishlist for yourself. Pure trick courses? Check. Thicker powder? Yup. And, most damningly of all – these are our exact words – 'A real mountain where you can move in any direction down the peak, there will be hundred of different routes down the piste as you traverse and cut across sections'. *Hmmm.* **PSM2**

## PSM2 RECKONS

*All part of the glorious tradition of PSM2 - from FIFA's Listen and Learn advisory panel, GTA: VC and the Smackdown series. Want something in a game? Let us know, and we'll let them know.*

**"EA INITIALLY RUBBISHED THE IDEA OF A STORE WHERE YOU CAN BUY HATS"**



# PES3

## TEAM SPEAK OUT ON DUFF LICENCING

**"Football isn't a matter of life and death, it's much more important than that" claimed Liverpool legend Bill Shankly. As PSM2 hangs over a canyon and suddenly loses its grip, we can't help thinking he was talking out of his arse.**

We're in Grindelwald, Switzerland for the European PES Championships, after agreeing to do a bungee jump with developers KCET. Except, of course, they've ducked out, leaving us plummeting toward the rocks, only, ooh, 80% sure we've attached to the bungee cord.

Kwang! A microsecond later our bum-mounted safety cable kicks in and we receive a cheeky welcoming tug to the plums. Then it all comes flooding back: the no-holds-barred chat with KCET, the on-line debacle, the licencing, the interview we thought you'd never be able to read, for reasons of us not being alive. Enjoy.

And if you're listening, Mr Kojima, the beer during *Metal Gear Solid 3* trip is off.

**GET REAL PES TEAMS!**

OK, so Konami were fibbing when they told us the player rosters would be complete to the last transfer window – so no Crespo at Chelsea or Ronaldo at Man Yoo – but you can get the real team and player names on pg100. Result.

# "WE FEEL FRUSTRATED TOO!"

The creators of *PES3* tell you why they're still using rubbish player names, and how 11 Vs 11 online play *will* happen – soon...

**Six licenced teams? That's rubbish.**

**Why are Manchester United called the Trad Bricks? Why not 'Manchester' or the 'Red Devils?**

**How do you feel about internet sites like WeDolt, that 'hack' the game to**

**provide accurate licences? (See the SuperPES story in PSM2#38)**

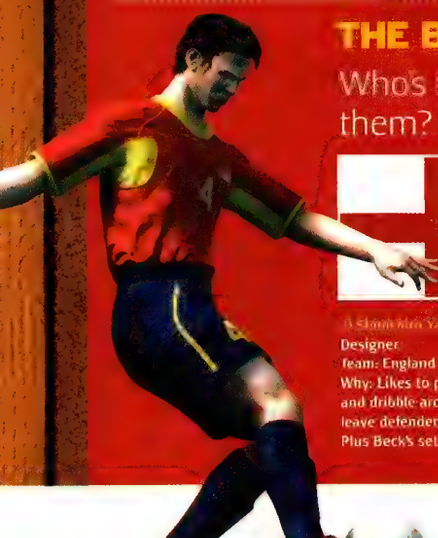
**So when will *PES* be online? And how will you improve on what *FIFA* is doing this year?**

**But you can expect some online**

**Eleven players a side? Holy Shit!**

**What question are you sick of hearing?**

**can say, it's a political issue."**



## THE BEST TEAMS IN PES3 – CHOSEN BY KCET

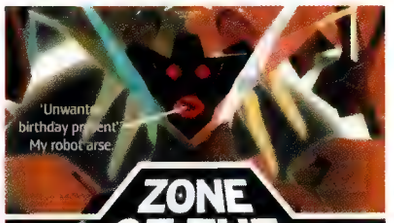
Who's the best team in PES3? And why do KCET use them? Ultimate truth below...

1) Shinkin Yamazaki.
Designer.
Team: England
Why: Likes to play as Owen and dribble around the box to leave defenders in a panic. Plus Beck's set piece ability.

2) Mrs Kaori Hirata.
Menu Design.
Team: Italy
Why: She fancies Zambrotta. (Who said girls don't understand football, eh?)

3) Toshiruki Tanaka.
Stadium Designer.
Team: Paraguay
Why: A 'tasty choice'. Not too strong or weak. Likes the goalie Chillavert, though he's only a hidden player in *PES3*.

4) 'Seabass' Takatsuka.
Producer.
Team: Juventus
Why: Likes Czech midfielder Nedved, but wishes he could use his Japanese home team Kawasaki Frontale. (Erm...)




# ZONE OF THE SPENDERS

It's all kicking off! Too many games! Not enough money! Unless you're rich, of course. Sigh. Oh, yes, it's... November!

Game of the month | Game of the week | For fans of the genre | Multi-player | Release may slip | Avoid at all costs

### OCTOBER 31ST

FIFA 2004 – EA
£39.99 Review Score - 86%
Fame Academy – Ubi Soft
£39.99 To be reviewed
Celebrity Deathmatch – Take 2
£39.99 To be reviewed
Ford Racing 2 – Empire
£15.00 To be reviewed
Worms 3D – Sega
£39.99 Review Score – 80%
Boxing Champions - Midas
£39.99 Review Score – 40%
Gladiator: Sword of Vengeance - Acclaim
£39.99 To be reviewed
Football Generation - Midas
£39.99 To be reviewed
Bratz Party Night – Ubisoft
£39.99 To be reviewed

### NOVEMBER 7TH

Ghosthunter – Sony
£39.99 To be reviewed
Harry Potter Quidditch Cup – EA
£39.99 To be reviewed
£39.99 To be reviewed
The Simpsons Hit and Run – EA
£39.99 Review Score – 77%
Tony Hawk's Underground - Activision
£39.99 Review Score – 92%
True Crime: Streets of LA - Activision
£39.99 To be reviewed

### NOVEMBER 14TH

Backyard Wrestling – Eidos
£39.99 Review Score – 45%
Batman: Rise of Sin Tzu – Ubi Soft
£39.99 To be reviewed
Beyond Good and Evil – Ubi Soft
£39.99 Review Score – 82%
Terminator 3: Rise of the Machines – Atari
£39.99 To be reviewed
Dragon Ball Z: Budokai 2 – Atari
£39.99 To be reviewed
WWE Smackdown! Here Comes the Pain – THQ
£39.99 To be reviewed

### NOVEMBER 21ST

£39.99 To be reviewed
Crouching Tiger Hidden Dragon – Ubi Soft
£39.99 To be reviewed
Kya: Dark Lineage – Atari
£39.99 To be reviewed
£39.99 To be reviewed
Prince of Persia Sands of Time – Ubi Soft
£39.99 To be reviewed
XIII – Ubi Soft
£39.99 Review Score – 87%

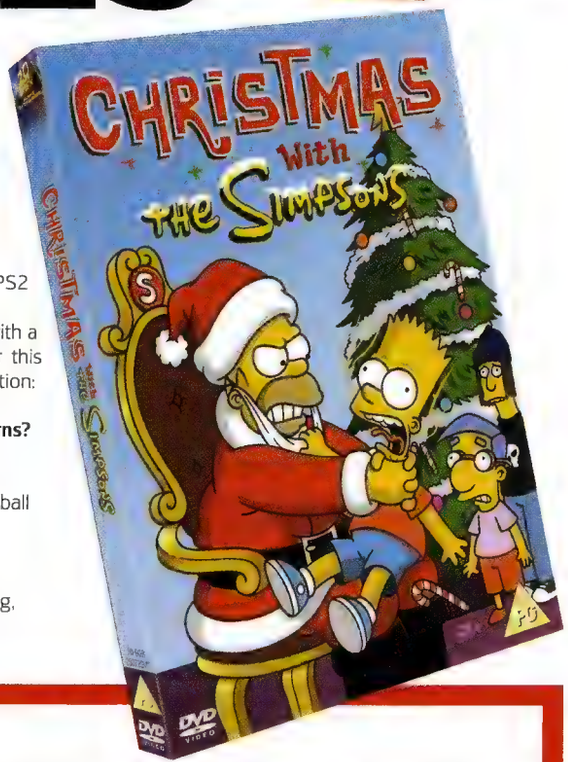
### NOVEMBER 28TH

Battlestar Galactica – Vivendi
£39.99 To be reviewed
Harry Potter and the Philosopher's Stone – EA
£39.99 To be reviewed
Metal Arms: Glitch in the System – Vivendi
£39.99 Review Score – 87%
Need For Speed Underground – EA
£39.99 To be reviewed
The Hobbit – Vivendi
£39.99 To be reviewed

>GIVE US A CLUEDO? ハハフ

# WIN! SIMPSONS BOARD GAMES AND DVDS!

Monopoly, eh? Do not pass go, eh? Hmmm... We think it was Smithers, in the Kwik-E-Mart, with the saxophone... no, wait...




**Who doesn't love the Simpsons? Well, George Bush (senior), apparently, but he only managed one term as President, so never mind, eh? And there's no better way of recreating the fun of watching the Simpsons than *being* the Simpsons – or small pewter statues of them – in two popular boardgames.**

First up is Simpsons Monopoly, where the aim is to cash in on the success of the Springfield Monorail (what's it called? Monorail!) by buying up various bits of town like (probably) the Duff Brewery and (presumably) the nuclear power plant. The main hook's the brilliant figurines you get, including drooling alien Kang, Santa's Little Helper and – get this – Homer in his monorail conductor's uniform. Then there's Simpsons Cluedo, where you use your skill, judgement, and lots of hazily-scribbled pencil doodlings to work out who killed Springfield's favourite 104-year old tyrant Mr Burns. Was it Krusty with the poisoned donut? Or Marge with the extend-o-glove? Or how about this: it was Sideshow Bob. It's *always* Sideshow Bob. Oh, and there's five DVDs of the Simpsons Christmas special, which includes Homer's funniest monologue ever. Plus, thanks to our chums at SCi, five copies of the recently released PS2 game too. Woo-hoo!

Anyway, to be in with a chance, simply answer this murderously easy question:

**Who *really* shot Mr Burns?**
**a)** Homer
**b)** Maggie
**c)** The Capital City Goofball

**Send your entries to:**
Do Not Pass D'oh!
PSM2, Future Publishing,
30 Monmouth Street,
Bath, BA1 2BW.

>GOOD NEWS EVERYONE! ハハフ

# WIN! FUTURAMA

## SEASON FOUR AND A HOME ENTERTAINMENT SYSTEM

Twenty-two more episodes of the 'Rama? We're having a wooonderful time!

**Attention, puny humans! Twentieth Century Fox Home Entertainment are offering you the chance to win one of five DVD boxed sets of Futurama Season 4 – with a home DVD system for one lucky reader!**

If you haven't seen it yet, that's the one where Zoidberg desecrates the Earth's flag, Kif gets pregnant and an alien questions the logic of Earth's most popular sitcom: "Why does Ross, the largest friend, not simply eat the other five?" It's also (sob) the last ever series, but contains all of season five among its 22 episodes (whoop). Oh, and we're contractually obliged to point out that if you *don't* win, it'll be out to buy on DVD and VHS on the 24th of November – so best get it in, eh? Alternatively, answer the following easy-as-space-pie question:

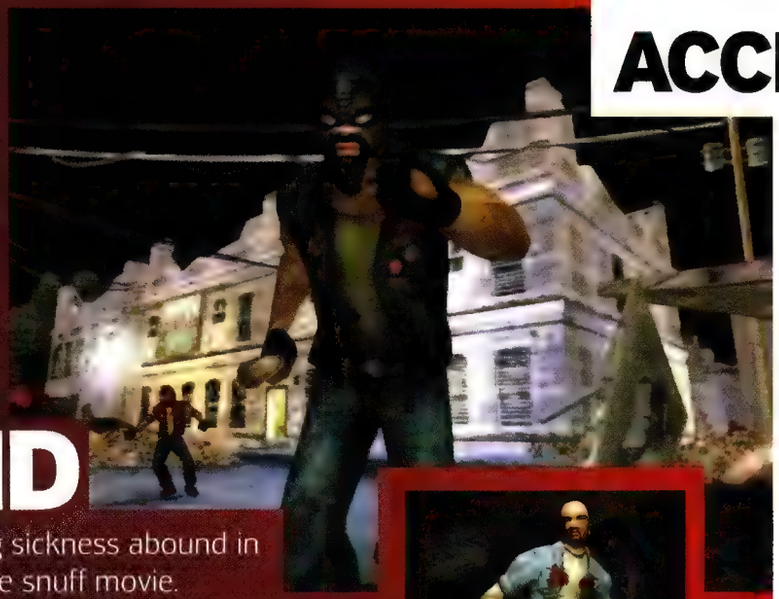
**What's Elzar the chef's catchphrase?**
**a)** Wham!
**b)** Bam!
**c)** Thank you, ma'am.

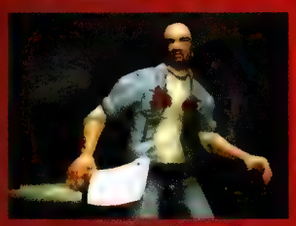
**Entries, if you don't mind, go to:**
Blight My Shiny Metal Arse
PSM2, Future Publishing,
30 Monmouth Street, Bath, BA1 2BW.

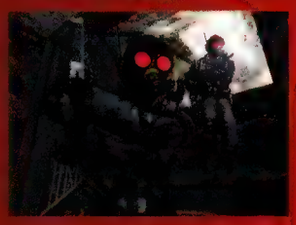
MANHUNT

# METAL GEAR SQUALID

Stealth and stomach-churning sickness abound in *Manhunt*, Rockstar's interactive snuff movie.







**Well, at least they're not lying. After ogling at the most brutal, graphic and disturbing images ever seen in a videogame, we can confirm that *Manhunt* is living up to its billing as a sadistic journey into the depths of human depravity. After playing three levels of Rockstar's grizzly adventure we were – honestly – close to chundering down our fronts.**

Like *Splinter Cell* and *MGS*, emphasis is placed on creeping around silently to avoid detection and nailing – sometimes literally – the enemy before they know what's hit them. And it's the way in which you hit them (literally) that's shocked us to our stomach linings.

Using any item that comes to hand – plastic bags, shards of glass, meat cleavers – you sneak up behind a bloke, wait for crosshairs to fix on their head then hit the ⊗ or ◎ button and sit back to watch the murder from a CCTV viewpoint. There are three levels of execution, the longer you linger behind someone, the more grotesque the kill and – yes – blood and guts spill everywhere.

As you'd expect from Rockstar, the game is looking superb. Eerie lighting, haunting music and a splendidly realised decaying urban environment all contribute to an atmosphere of perpetual unease. But without wishing to come across all Daily Mail, the gameplay just might be a step too far. We rarely, if ever, say 'kids should not, under any circumstances, play this game' but kids should not, any under circumstances, play this game. **PSM2**

**PSM2 RECKONS** *Manhunt is sick to its dark heart and could seriously screw up impressionable youngsters. If it survives the censors in its current guise then a strict over 18s only policy must be adhered to.*

## SNUFF IS ENOUGH

**HERE'S A SAMPLE** execution for you – a level 2 machete kill. Having sneaked up on an unsuspecting gang member, you spin him around and slice open his guts. Then, with the guy now on his knees, you ram the blade through the top of his skull. To finish, the head is chopped clean off and stuck on Cash's belt as a trophy. Christ alive...

>LATEST NEWS ナハヲヌ

# PSM2 IDOL UPDATE!

We want YOU to work for US! Sweet Jane!

**Writing about videogames. It's the best job in world. And it's a job we want to give to YOU. But you need to be able to write humungously well – which is why we want to see your reviews. We need 500 of your finest words, in a PSM2 stylee, on a game.**

**So what are you waiting for? Keep those reviews coming and you could in with a chance of working with us. Important: please don't ring us to discuss applications – we'll call you.**

**Send your wordage to PSM2 Idol, PSM2, Future Publishing, 30 Monmouth Street, BA1 2BW and you could be famous and rich too. PSM2**

Guten tag. I'm Arnold Schwarzenegger*, und when I'm not governing California, I like to give you a chance to be a Terminaaador. Yeees, *Terminator 3: Ze Game* uses hundreddds of polygons to recreaaate the amazing fiiilm. It vill be available from November 14th... But vy no review, you ask? Because my friends at Infograaaames vant you to be able to play the game without being diztraaacted by what PSM2 think.. Hahaha! Apparently it is even better than Kindgergaaarten Cop. I know vy you cry, but it is something I can nevah doo.
*Not strictly true.

# KAZ'S ALL SEEING HIRAI*

(*) The column previously – and much more sensibly – known as Rumours

**MORNING.** I'm Kaz Hirai, and you'd think my arms would be getting tired by now... but no. I'm as strong as ever, whether I'm holding up the Online Network Adaptor, or battling killer robots from the year 2011. Because, you see, I'm able to peer into the future thanks to this Photoshopped eye on my head. And, curiously, into the present, but only as it relates to PS2 games. Confused? Me too. Anyway, here's those winning lottery number at last. So... OHMIGOD! I *told* David Blaine edible nappies were a bad idea...

### CRITERION PILES UP THE QUALITY

With FPS *Black* and driving game *Dust Bowl* confirmed, speculation turns to the inevitable *Burnout 3*. Whisperings from Criterion suggest that they've already got it running online, though it might not be available for up to – eek – 15 months.

Still, at least you've got a PSP version of the original *Burnout* to look forward to, with a linkup mode guaranteeing plenty of swaying and shrieking while you're sitting on the bus.

### DRIVER 3 DELAYED... AGAIN

Blabberings from Oop North suggest that *Stuntman* bods Reflections still aren't totally happy with *Driver 3*, and it might not make its (already massively delayed) March 2004 release date. Frankly, we'd guessed as much from the complete lack of screenshots of people running around – or indeed, anything but more cars, bikes and articulated lorries.

### WRC GEEZERS TO MAKE FLIGHT SIM?

In a recent conversation with a PSM2 journo, Evolution CEO Martin Kenright – he of *F29 Retaliator* and *Falcon* fame from, ooh, ages ago – made certain 'comments' to the effect that the company's working on a game that'll show off their ridiculously complicated world-rendering kit. The obvious route? Flight sim, guv'nor. No. Seriously.

### FREE RADICAL PLANS STEALTH-EM-UP

Though they're also heavily tipped to be working an another sequel to four-player masterpiece *TimeSplitters*, Nottingham-based Free Radical Design are also working on *Second Sight*, a third-person adventure with stealth elements. The game's expected to be released by Actvision rather than 'Splitters publishers Eidos, with beardy producer (and PSM2 heart throb) Dave Doak responding to all other queries with a cheeky 'I can't possibly comment...'

# KEYS TO THE KINGDOM

Square Enix and Disney. Once we would have sniggered the idea out of town. Now, we're as stoked as Steam Boat Willy's boiler.

**Mistakes. Easily made. The majority are bad in the style of "Sorry mate, I've done what? Deleted your hard disc? Blimey." But some, like getting out of the lift on the wrong floor of the Manhattan Hotel in Tokyo, are the stuff of legend.**

There we were, just about to hop back in the elevator when we noticed a huge Square Enix banner hung from the ceiling. Seconds later we were blagging a translation headset as the lights dimmed and the highlight of the Tokyo Games Show kicked off in style.

A fanfare of music, the conference hall drapes opened wide and there, in bold Technicolor, posters of the cast of *Kingdom Hearts 2*. Everything's taken a step towards the shadow world that plagued the characters of the first game. Sora's sporting black rather than red, there are three shadow figures – surely the antagonists of *KH* – and even Goofy's got a sable body warmer. Most interestingly, though, Mickey's also clad completely in black – replete with ear pieces in his Neo-length Matrix trench coat. Just as we're musing on the implications, the trailer kicks off and excitement grips us like a bionic pitbull. With lockjaw.

**SORA BONE:** Our hero returns to do battle with evil skelly-freaks.

**ALL DUCK UP:** The gang are back - including a currently Japanese Donald.

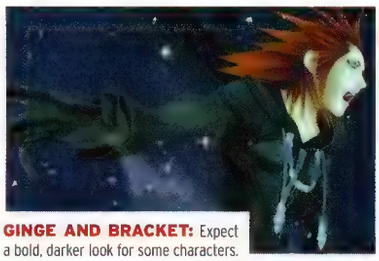
## "MICKEY IS CLAD IN A BLACK NEO-LENGTH MATRIX TRENCH COAT"

**GAME, SUNSET AND MATCH:** Aw look. Beautiful isn't it? (sob!...)

The trailer? Imagine the most heart-wrenching Disney pathos combined with the overblown heroics of Square Enix. At the climax of the footage we see Sora, Donald and Goofy slowly being surrounded by a new breed of shadow creatures. They're obviously outnumbered but still strike a heroic 'come on then' pose, and then... Blam. A blur flies into the arena and starts batting creatures with a glowing keyblade. Who is this cloaked force of nature? It's... It's... Mickey Mouse!

We should feel incredulous, we *should* be laughing up our sleeves but, somehow, once again we're choking back tears – sad, eh? – with a childish glint in the corner of our eyes.

**PSM2 RECKONS** KH2 *is outstanding and you can quote us on that.*



**GINGE AND BRACKET:** Expect a bold, darker look for some characters.

"ATTENTION MINGERS!"

### LADIES: GET THEM WHILE THEY'RE HOT!

In a (possibly misguided) attempt to prove that videogaming can be just as sexy as hot-oil wrestling Gamer.tv have launched the search for the UK's sexiest gamer at www.sexiestgamer.com. Registration's taking place now on the Hot Or Not-style website, for a compo that's set to culminate in a televised final in London on the 12th of December, followed by a trip to Hollywood for the winners. With separate male and female categories and tests of gaming ability we'd urge you all to enter. We spent the best part of an hour clicking through the current crop and there's some real beasts.

**JUDGE REINHOLD:** So what would you give this lovely lady? Shame the rest is a moose convention.

"GOT CASH COMING OUT OF YOUR ASS?"

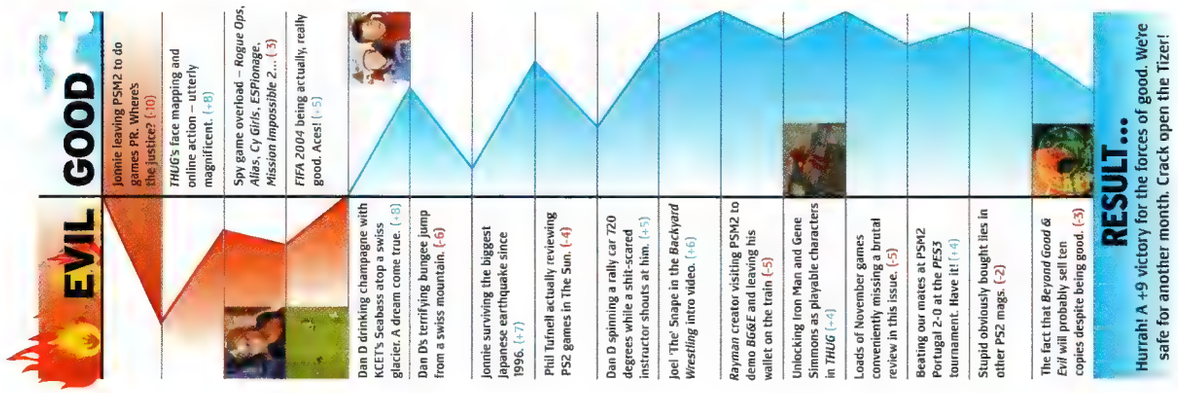
### PSX: I LOVE YOU

Sony's finally revealed that the much-touted PSX will arrive in Japan this November. The combination of PS2, broadband unit, hard drive, DVD and TV recorder comes priced at 79,800 (about £440) for the 160 Gigabyte version, or 98,000Y (£540) for the whopping 250 Gigabyte unit. The machine's available in several different colours (silver, black, red and blue) with a chunky box surrounding all the kit and coming with snazzy white DualShock 2 and DVD remote as standard. A UK release for the setup's yet to be confirmed but it's guaranteed to make your game's set-up totally rock.

# THE ETERNAL STRUGGLE

Everything that happened this month, weighed up in favour of good or evil...

**AH the Eternal Struggle. It's a struggle... that's eternal. Hence the name Eternal Struggle. Makes sense, see? We're clever like that. OK, what happens is this. A lot of things happen over the course of a month. Some good, some bad. So in a totally unbiased manner , we've taken a selection of said happenings and balanced 'em up. Good, eh? No, don't answer that. Look, it's not our fault if there's piss-all news this month, is it? There's no PS2 news-bot we can ring up and ask for stuff to write about. Sad, that. But anyway – who will win? Good? Or... evil? Who knows? Who cares? Not you, probably. But you should. Because if evil wins, it's the end. It's all over. We'll all be enslaved and forced file things in triplicate for eternity.**


GOOD
EVIL
Jonnie leaving PSM2 to do games PR. Where's the justice? (-10)
THUG's face mapping and online action – utterly magnificent. (+8)
Spy game overload – Rogue Ops, Alias, Cy Girls, ESPionage, Mission Impossible 2... (-3)
FIFA 2004 being actually, really good. Aces! (+5)
Dan D drinking champagne with KCET's Seabass atop a swiss glacier. A dream come true. (+8)
Dan Ds terrifying bungee jump from a swiss mountain. (-6)
Jonnie surviving the biggest Japanese earthquake since 1996. (+7)
Phil Tufnell actually reviewing PS2 games in The Sun. (-4)
Dan D spinning a rally car 720 degrees while a shit-scared instructor shouts at him. (+5)
Joel 'The' Snape in the Backyard Wrestling intro video. (+6)
Rayman creator visiting PSM2 to demo BG&E and leaving his wallet on the train (-5)
Unlocking Iron Man and Gene Simmons as playable characters in THUG (+4)
Loads of November games conveniently missing a brutal review in this issue. (-5)
Beating our mates at PSM2 Portugal 2-0 at the PES3 tournament. Have it! (+4)
Stupid obviously bought lies in other PS2 mags. (-2)
The fact that Beyond Good & Evil will probably sell ten copies despite being good. (-3)
RESULT...
Hurrah! A +9 victory for the forces of good. We're safe for another month. Crack open the Tizer!

"NOW THERE'S A SURPRISE!"

### PS2 SALES CRUSH ALL COMPETITION

Following the £30 price cut at the start of October, PS2 sales have gone through the roof, hitting figures of more than five times the weekly norm.

Apart from the obvious lure of the £140 Eyetoy bundle being offered by most shops, insiders also point to the added desirability of the ultra-swish silver model, with its limited-edition designer appeal and werewolf-killing powers. Microsoft claim to be 'very comfortable' with their own price point. Yeeeah right. Up yours, losers!

**SILVER DREAM MACHINE:** Looking nice next to your telly or in the cutlery drawer. Gorgeous.

# MAX PAYNE™ 2

## THE FALL OF MAX PAYNE

### A FILM NOIR LOVE STORY

**"A THING OF BEAUTY."**
**PC ZONE**

**WWW.ROCKSTARGAMES.COM/MAXPAYNE2**

**WWW.MAXPAYNE2.COM**

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PC CD ROM

15

REMEDY™

R*

# COVER GAME

**PSM2** TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

OUT UK 14TH NOVEMBER

# TONY HAWK'S UNDERGRO

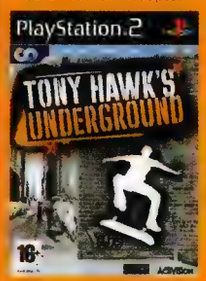
**"BRITNEY SPEARS DOESN'T WAKE UP WITH A HAREEM OF LIPSTICK**

# Bigger! Riskier! Er... friendlier! Tony Hawk bails out to make *you* the star of the show, in the most entertaining – and blatantly misleading – game on PS2.

ON BOARD: Daniel Dawkins

## INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Neversoft
- **PUBLISHER** Activision
- **GAME TYPE** Skateboarding
- **PRICE** £39.99
- **EXTRAS** DualShock 2, Memory Card, Network Adapter




## DETAILS

- Create-a-Skater, Park Editor and Trick Editor, plus the ability to digimap your own face.
- 1-8 player online play, with games like Trick Attack, Graffiti and Horse.
- 40 song licenced soundtrack, including Bad Religion, Deltron 3030 and Jurassic 5.

**In hindsight, *THUG*'s dazzling E3 debut – a professionally edited 'pirate' video – was about as 'real' as Britney Spears getting off with Madonna at the MTV awards. That is to say, not very real at all. Or, more precisely, false. Er, you saw it, right? We ran the footage on PSM2#38's DVD. No, not *that* footage <sigh> but the promo video for *THUG*. Y'know, the one with the skater sprinting around, nicking cars and sending it to 'the man' in some kind of graffiti swathed approximation of *GTA: Vice City*.**

Well, in the same way that Britney Spears doesn't wake up smoking tabs with a hareem of lipstick lesbians... er, *does* she?... *THUG* isn't – and was never meant to be the new *GTA*. The trailer was just a calculated ploy to challenge your perceptions of what a skate game can be, and while the game we're playing – and loving – might not be as edgy, underground or 'real' as it likes to pretend, it *is* one the bravest, most innovative and enjoyable games of 2003. Er, word.

**KEEPIN' IT WHEEL:** Now you can do Spacewalks, wobbling the manual roll from side to side to maintain speed during combos.

## "DRESS YOURSELF IN A TOP HAT AND WANDER AROUND LOOKING FOR LADIES"

That said, you *can* leap off your board and scramble over the scenery. You *can* drive cars, buggies and limos. And you *can* map your face into the game, design your own boards, your own tricks and your own parks. Hell, you can even pick your own skate team and 'shoot' a video, or even dress yourself in a top hat and pants and wander around looking for bikini-clad ladies.

Problem is, the component elements aren't as polished as you'd hope, and the experience isn't as seamless as you'd been led to believe. You can't just stroll around jacking cars at will, the stealth – yes, *stealth* – sections are creaky at best, while the story's only slightly more provocative than the episode of Dawson's Creek where Katie Holmes gets her coat splashed, revealing a glimpse of chunky knit sweater.

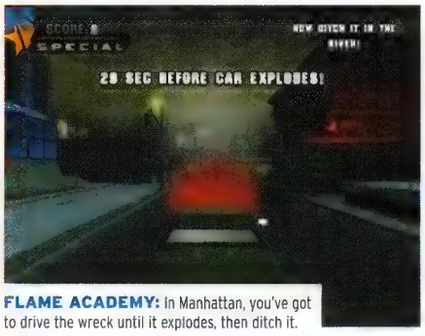
Funny thing is, it works. You just need to accept that this is *THPS4* with a proper story and some entertaining – oft flawed – diversions, and not a fully fledged, go-anywhere, do-anything skater pastiche of *Vice City*. After the uninspiring first few chapters, you'll find yourself smirking internally as you whizz around San Diego picking up girls in a flower cart, or punching the air with relief as you nail a precarious combo line in pursuit of the seven letters that spell 'Mawaena' ▸

## PAINS, TRAINS AND AUTOMOBILES

**The handling might be a shade woolly, but there's an air of inevitable comic tragedy about driving a leaf blower cart at 10mph towards a quarter pipe leading to a 50ft gap. Limos, hot rods, plant carts, dirt buggies... *THUG*'s got the lot.**

**LEAF ME ALONE:** In Vancouver, you've got to rumble around sucking up foliage verrry slowwwly.

**FAIR COP:** You can drive the car anywhere, but always get out at the same spot - weird.




**FLAME ACADEMY:** In Manhattan, you've got to drive the wreck until it explodes, then ditch it.

**KART GARFUNKEL:** Motor around trying to impress chicks in a plant delivery buggy - ace.

# UND

## LESBIANS... ER, DOES SHE?"

# COVER GAME

**PSM2** TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

# PSM2

## TRAVEL THE WORLD - THUG CLASS

**COMMEMORATIVE STAMP:** Levels are linked with - almost - funny cut-scenes.

**HAWAII:** Hello, Dan D here. Just popped over to Hawaii to practice my Pressure Flips on the, er, beach. Where was I? Ah, yes. Hello lady, Me Mr Dan. *Dan.*

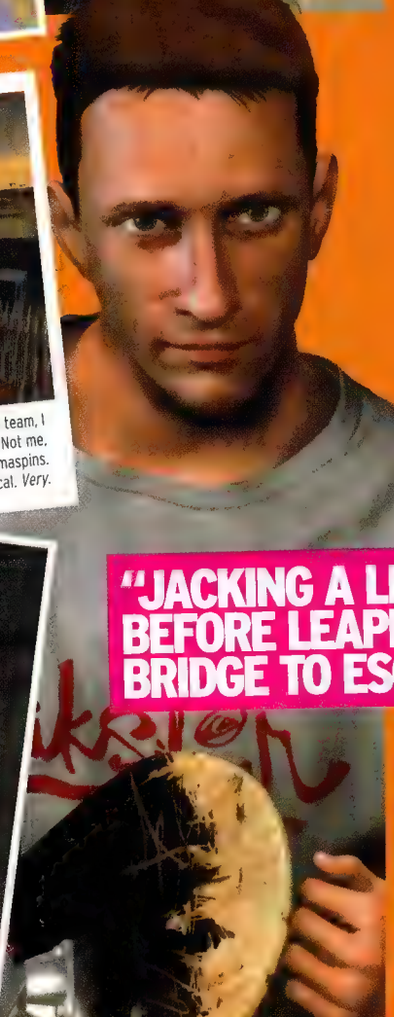
Hawaii the lads!

**TAMPA BAY:** Finally nailed that 75-string Flatland combo for 500,000 points. Sheesh! You should have seen me. Won't be stopping there, mind. You don't get to the top in this game without making some sacrifices. For real.

**KISS CONCERT:** After setting up my skate team, I thought I'd let the troops unwind at a KISS concert. Not me, though, I'm learning Switch 540°... erm... Hoojamaspins. They're very technical. *Very.*

Tampa Bay

**TAMPA BAY:** Yeah, after all that skating, I unwind like any normal Joe by looking at a donkey's ass with a policeman. Honestly? What do you think I am? Sick?

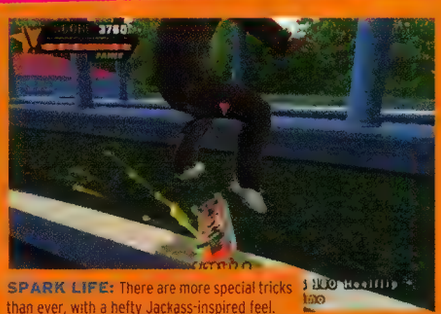


▸– which you will soon learn is Hawaiian for 'Intermediate'. Don't ask.

Here's the first bind: you'll need up to £150 to enjoy *THUG* at it's – technically brilliant – best. That's £40 for the game, £80 for the Broadband installation and modem, plus £30 average monthly subscription fees. Oh, and £1000 for a PC to send your picture via email to Neversoft. And £200 for the digital camera to take the photo. On the bright side, you might own all this kit already, and could always borrow it off a mate for the ten minutes or so necessary. (See 'How To Get Your Face In *THUG*' for details). Believe us, it's worth it. The ability to map your face onto the main character – and appear in the cut-scenes – is one of the greatest innovations in console history. It's like the future, but actually today.

The much-hyped Story Mode isn't *that* different from *THPS4*. You just cruise around talking to key characters, until you nail the requisite number of objectives to advance the 'plot'. Levels culminate in a story-accelerating set piece, like collecting pieces of scrap metal, then building a ramp and jacking a lift from a hot rod car before leaping 200ft over a bridge to escape from New Jersey. Other set pieces include stealthily evading the Russian Police using night vision goggles. Mercifully, you don't need to complete *every* task to advance, just select few depending on the difficulty level.

**"JACKING A LIFT FROM A HOT ROD BEFORE LEAPING 200FT OVER A BRIDGE TO ESCAPE NEW JERSEY"**



**SPARK LIFE:** There are more special tricks than ever, with a hefty Jackass-inspired feel.

**YOU RUNG, M'LUD?** You can clamber up ladders and ledges to reach rooftop skate spots.

**LOW FLAT FLIPS:** You don't need to perform a special move to launch into Flatland trick combos.

**SKITCH SLAPPED:** Tap up to grab cars and keep your balance to build speed.

## "YOU DON'T NEED TO SPEND HOURS BALANCING ON WIRES LOOKING FOR THE LETTER K"

*THUG* is perfect for *THPS* virgins. Which means, it's still harder than balancing matchsticks. Vertically. During an Earthquake. With a blindfold. Drunk. It's also so easy, *THPS* veterans will scoff at the pathetic combo targets and simple lines. Y'see, depending on which difficulty level you choose – Beginner, Normal or Sick – the experience varies dramatically. Beginners are treated to generous balance physics and simplified controls, while Sick pushes skilled players who won't bust a 360° flip unless they're nailing 600,000 points on the Cruise Ship in *THUG*. Bottom line is that this is he most accessible *Hawk*'s ever, but somehow lacks the intuitive kinetics of *SSX3*.

*THUG* gives 'busywork' a Mafia-style kiss off. You don't need to spend two hours balancing on 90ft wires trying to reach the letter K, or gazing wistfully at a distant stat point and dreaming of implausible 56-string combo lines to reach it. Don't worry, the masochistic stuff is still there – in the form of secret tapes and tokens to unlock an 'old-school' version of each level – but you don't *need* to get involved. Stat points ▸

### INSIGHT

Finish the game on Beginner to unlock heavy metal frontman Gene Simmons from KISS. Finish the game on Normal level to earn Marvel comics faye Iron Man, complete with a flashy – but essentially useless – Scanner mode special move. Or Sick? That'd be telling.

## BOARD SCRATCH

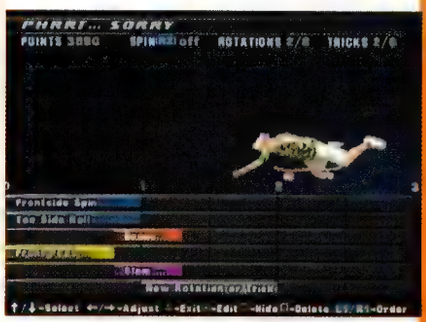
**WEAR AND TEAR:** Note how the board graphics get scratched after some meaty grinds and slides.

## BETTER BY DESIGN

Not only can you tinker with faces, but skate parks, objectives, decks and tricks. When you get your first sponsor, you'll unlock the skateshop and – eventually – the ability to design your own board graphics. We wasted no time in making the PSM2 pro model – displayed below – shortly before wishing we'd designed something a bit less rubbish. The Park Editor features more pipes, rails and furniture than ever, but you *still* can't create anything resembling your town. Unless you live in a trailer park, downtown LA or a series of concrete bowls. So it's good news for residents of Birmingham. Sorry, cheap shot. We meant Edgebaston.

**PRINCESS LAYER:** Tinker with pre-set images to create your dream deck - unlike this cheesy effort.

**RIDERS OF THE LOST PARK:** The Course Editor is more flexible than ever, but still not perfect.




**TRICKY GERVAIS:** To create tricks, you add component elements over a timeline to view instant results. Genius.

**BLAST OF THE MOHICANS:** Levels are two to three times bigger than previous

# COVER GAME

**PSM2** TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

# HOW TO GET YOUR FACE IN THUG

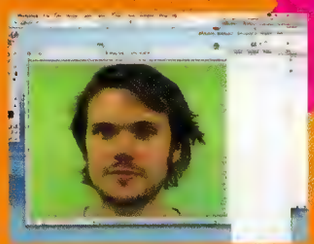
## WHAT YOU NEED:

1) A COPY OF TONY HAWK'S UNDERGROUND
2) A PS2 AND MEMORY CARD
3) PS2 NETWORK ADAPTER
4) A BROADBAND CONNECTION (VIA ANY PS2 NETWORK PARTNER ISP)
5) A PC WITH AN EMAIL ACCOUNT
6) A USB COMPATIBLE DIGITAL CAMERA OR MOBILE PHONE WITH CAMERA

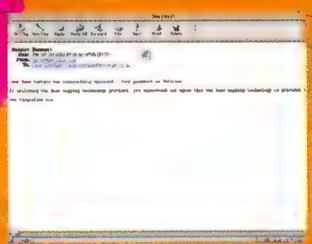
## WHAT TO DO:

1) Load up the game. Configure your Network Settings (not as scary as it sounds, they should stored as a save on your memory card)

2) Get someone to take a picture. Keep your face centred and make sure it fills the frame. Use a blank, well-lit, background. No glasses.



3) Put the photo on your PC or email device via the USB cable, and save it as a picture file, like a .jpg or .gif. It should do this automatically.



4) Send the picture as an attachment to faces@thugonline.com, you don't need to write any explanatory text.

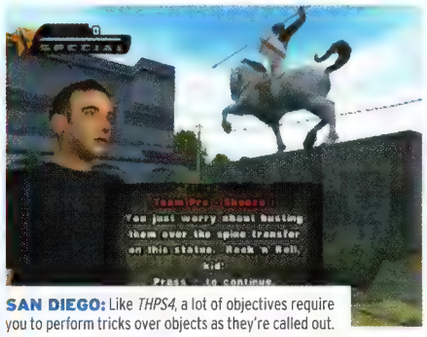
5) Within minutes, Neversoft email back with a password. Get your PS2 online then type in your password. Voila - it downloads your actual face!

6) The picture should appear on screen within thirty seconds. All you need to do now is tweak the position of the eyes, nose and lips.

**With your face in the game, you can tinker with your appearance to the nth degree – Z-axis jaw tweak, anyone? It's like a virtual shopping tool, as you toggle between austere suit jackets and butt-riding swimming trunks with feckless abandon. No matter how many times you see it, there's always something ticklesome about seeing you – yes, *you* – deadpan through a cutscene in beercan hat and hawaiian shirt. If you can't get a photo taken, the standard Skater Edit tools can still rustle up a near-as-dammit replica. All customised skaters – plus unique tricks, parks and boards – can be traded online, or swapped directly with pals as mere 115kb save files.**

## STORY: COMPELLING BUT RUBBISH

**The plot? Sheesh. It's cheesier than a Sunset Beach DVD box set dipped in fondue and rolled by Lisa Riley. Forget complex character development or plot twists, the lure stems solely from a trashy "how can they top that?" spiral of implausibility. In the Russian level, you'll be framed for stealing a frikkin *tank* and then you drive around picking up working ladies for the Moscow underworld and have to disable a ramp mounted satellite dish with a magnetic skateboard. Heck, you'll even genuinely want to trump your backstabbing pal Eric when he consistently stitches you up, wincing in disbelief at your character's gullibility. Your destructive friendship with Eric forms the backbone to the entire narrative – a bit like Lance in *GTA:VC* – made even more crassly compelling by his incredulous mutation into the least balanced, 100% evil, cartoon supervillain since Dr Robotnik.**




**SAN DIEGO:** Like *THPS4*, a lot of objectives require you to perform tricks over objects as they're called out.

**NEW JERSEY:** Hang on to pooch to complete the objective in classic Skitchin' mode - it's *tooo* easy.

SPECIAL
A party huh? Well maybe if you show me how handy you are with that skateboard, I'll come to your party. Now about showing me a combo?

**SAN DIEGO:** Drive around picking up impressionable ladies with your skating prowess.

**HAWAII:** The final task is where the game really hots up, as you leap 200ft between buildings for a video.

**GREEN SWEEP:** In Moscow, you'll have to evade the guards using night vision goggles.

▸ are gained by skating well, not searching them out like scattered smarties. For example, performing a ten second manual roll boosts your balance stats. And new Special Trick slots are unlocked by talking to pro skaters in each level – it's far less arbitrary than before.

Running about – tap L1 and L2 to hop off your deck at any time – works perfectly. Now you can scramble over rooftops, leap between buildings and shimmy along ledges. You can even perform 'old-school' moves like jumping caveman grinds or acid drops, as seen in – sniff – Police Academy 2: Citizens on Patrol. A quick glance at the in-game demo vids, shows how you can link running moves into combos, as riders leap onto wires, shimmy along and leap into grinds – so no more finishing combos by performing stationary flatland tricks, or getting stuck behind glitchy scenery.

Sadly, the driving sections are ho-hum with slightly fudgy handling, but at least each vehicle – from limo to leafblower cart – feels unique. Better yet, driving challenges are relatively easy and sufficiently daft to avoid frustration. But there's limited incentive to drive around outside of a mission objective. The stealth sections fare less well, but are short and easy enough to muddle through, despite the lack of *MGS2*-style detection rules. There's also some new Pressure Flip moves – a boon for real skaters – activated by tapping L2, like Nollies. The standard controls are as deep, demanding and responsive as ever – the pinnacle of micron-balanced masochistic 'one more go' high-score gameplay.

The game's so ambitious, flaws were inevitable. The levels can feel underpopulated, destroying the notion of a living, bustling city. The

## RUN COMBOS

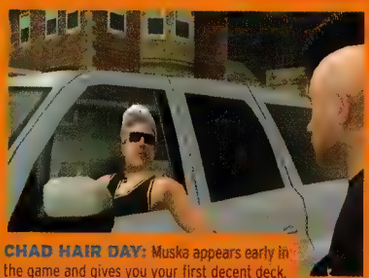
**MAKE LINE A DOUBLE:** You can hang on skytop wires, then leap into a grind to start a combo. Killer.

**JOG STANDARD:** Walking about lets you slow down and admire the fine detail.

**FLIP SCHOFIELD:** Don't worry ladies, you can download your face into the game too.

**RUSKIE BUSINESS:** You need to knock down Moscow's surveillance cams in a combo.

**IRON LIFE:** The Marvel superhero appears as a secret character - and seen here first.



**CHAD HAIR DAY:** Muska appears early in the game and gives you your first decent deck.

SCORE: 63133
5,453 X 7
FS 180 360 Heelflip + Nose Manual +
FS 180 360 Heelflip + Nose Manual +
FS 180 360 Heelflip + Nose Manual + Combo Run Out

**TIMER YOUR LIFE:** The circular combo timer ticks down when you get off the board - continue your trick line before it fills up.

**CRIME OF YOUR LIFE:** Burning abandoned cars is about as edgy as it gets - like a normal day in the average housing estate.

average peds are brainless, and you can only jack one car a level, removing the 'do anything' feel of *GTA*, or the requisite rewards for goofing around. Frustratingly, you spend a large part of the game shooting 'virtual' videos and magazine covers, but rarely get to see the footage. Even then, it's either unrelated real-life FMV or a generic cut scene. Dammit, we want to see *our* tricks – sketchy or not – with us doing them wearing the clothes we were wearing at the time.

The biggest ruse is that *THUG* isn't 'underground' at all. The game's always banging on about "keeping it real" and "taking it back to the old school", when the average sequence of play involves 40mph 76-string combo chains culminating in a 900° kickflip. Honestly, it's a bit like Bill Gates waxing lyrical about the good old days of the abacus. Or Jennifer Ellison bigging up the orchestral melodies of Juan Garcia Esquivel. The intentions are noble, but the evidence is at odds with the message.

*THUG* still represents a bold – and, against all odds, successful – leap for an aging franchise, a fact made all the more remarkable given the limited nature of the subject matter. Neversoft are one of the most innovative developers in the world. Period. And their pioneering work with online play and, now, face-mapping leaves *THUG* streets ahead in the field of customisation and harnessing gamers' creativity.

## IMPACT POINT

You clamber to the top of your Hawaiian hotel to discover a series of ramps and pipes. As you shoot footage for your video, a police helicopter turns up... which you're promptly asked to McTwist over while it hovers 200ft off the floor. All in glorious slo-mo.

## "THE PINNACLE OF MICRON-BALANCED MASOCHISTIC 'ONE-MORE-GO' GAMEPLAY"

**AERIAL AUTOMATIC:** There's the usual selection of gravity-defying real life skater vids.

In fact, scrape away the cheesy veneer and no game, save perhaps *Pro Evolution Soccer 3*, exudes such a radiant passion and understanding for its subject matter. Oh, and it's brilliant fun, fusing polar opposites of insane difficulty to one of the most addictive, endlessly deep games on PS2. Like Britney's stolen snog, it may not be entirely genuine, but – hey – that doesn't make it any less brilliant. And, frankly, that's as 'real' as we ever wanted it to get. **PSM2**

*THUG rolls out on November 14th*

## RENEGADE'S CHOICE

1 **THUG**
With endless customisation options and genius face mapping, add three marks more if you're new to the *Hawk's* series.

2 **THPS4**
Misunderstood, but free-roaming objectives and Spine Transfers took the series to new heights.

3 **THPS3**
Pure design genius, but finally starting to show its age.

## PSM2 VERDICT

**GAMEPLAY**
+ Responsive, dynamic and addictive
- Fiddly and demanding

**GRAPHICS**
+ Fact, functional, varied.
- Pails compared to *SSX3*.

**SOUND**
+ Great sound effects and tunes.
- Voices can be cringeworthy

**LIFESPAN**
+ Endless customisation, exacting challenges.
- It's all patience dependent.

**OVERALL**
**Hardcore innovation meets cheesy execution with a pick 'n' mix of tasty online extras – tough, addictive and varied.**

**92**

**THUG OF LOVE**

PLAYSTATION 2 MAGAZINE
PSM2

# COMING

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

トクセンショウホウ

レビュー

## WHAT GOES UP, MUST COME... WHAT A LOAD OF OLD TOSS THAT IS

JONNIE

**As we reported last issue, 60 million PS2s installed throughout the world and rising. Even with the early rumblings of PlayStation 3 echoing over the horizon there's no doubting – if you're a PlayStation owner – you're in the right place at the right time.**

Here's why. First, new ways of interacting with your console. Both the Eye Toy and Ethernet Adaptor are dominating the charts and giving a whole new group of us the reason to play online. Secondly, a comfort zone of knowledge that when the down turn in sales finally arrives, you'll hardly even notice it.

See, the smart thing that Sony have done is filled the decline with yet another piece of hardware magic. Last time it was the miniaturisation of the PSone that caught everyone's attention and prolonged the platform's lifespan. This time we've got the PSP and a new world of interconnectivity and games on the go. Just imagine it – *Final Fantasy* in YOUR HANDS! Plus, the growing install base means that if you're what gimps in the industry like to term 'an early adopter', then you'll be able to sell your machine and be first through the door when the new über system finally touches down.

What goes up then, appears to just keep going and going – as far as Sony's concerned. Up, up and wheyhey! **PSM2**

### PSM2'S MANIFESTO

**PSM2's PREVIEWS ARE:** Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release-style waffle here...)

**PSM2's PREVIEWS AREN'T:** Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

**EARTH GROOVER:** You have to shoot Terrran guards in the face for a one hit kill.

EXPECTED UK FEBRUARY 2004

# STARCRAFT: GHOST

Spook who's talking as PSM2 catches the eastern trade winds and shoots the breeze with the producer of team Blizzard.

**TIME:** 4:15am local. Location: Manhattan Hotel, Chiba City, Japan. Reason for waking up and staring out of the window in nothing more than our underpants? A force eight earthquake.

No word of a lie. PSM2 gazing out at a cityscape wrapped in sea mist, surrounded by a cliché of Bladerunner buildings that stand like grey sentinels, their copious red anti-aircraft lights blinking on... and on... and on. Our reason for being here – the first look at the PS2 version of Blizzard's *Starcraft Ghost* – momentarily eclipsed by the shuddering/spectral sight before us. What a way to start.

Breakfast the next morning was a mixture of fear and bravado at facing down a danger that few of the gathered 'westerners' had ever encountered. We ate, we prepared ourselves for the first hectic day of the Tokyo Games Show, we quietly thanked our lucky stars that we were all still here. And then? Then we entered a small, sparsely furnished room where the game was being demonstrated. A 12 hour flight, the culture shock of the Orient and a taste of our angry planet; *Ghost* would have to be going some to dispel all that. And yet, somehow, that's exactly what it managed to do.

It's been a while since we last saw Nova going through her paces in that tightest of tight stealth suits. While the return of her curvaceous arse is obviously welcome, she also re-emerges with enough newness to distract from her more obvious assets.

**"YOU WANT TO GET IN THERE AND BLOW THE SHIT OUT OF SOMETHING"**

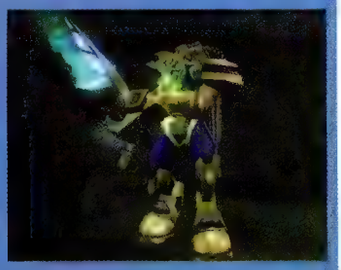
# COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

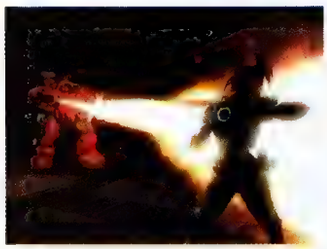
## OPPOSABLE CHUMS

**1** Agh, the joys of 3D. Ever wondered what it might be like to face down a Lurker armed only with a plasma pistol? Now you can live it. Each race have their own way of defending their territory and – seeing as you play a 'ghost' unit – you'll have to gen up on a whole bestiary of critters if your infiltration missions are to be a success.

**'BOT TO TROT:** The auto sentry drones (ASDs) home on your position and decloak you instantly.



**SPARK DESIRES:** Take out the Protoss' generators and their power weapons'll fail.



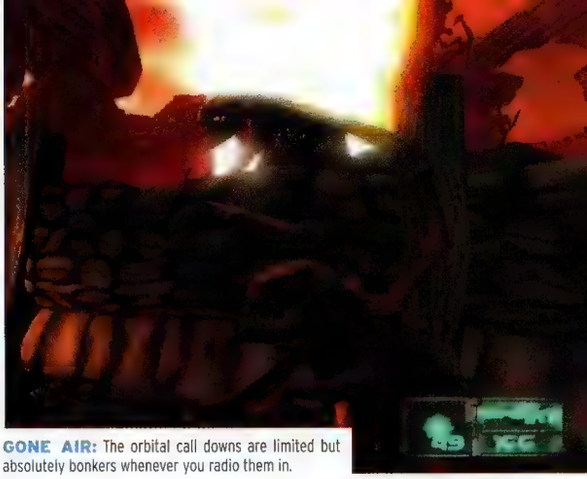
**TORCHING CLOTH:** Lagrave wouldn't tell us why you're fighting fellow Terran units, or firebats!

**INSECT REPELLENT:** The cool thing about the Zerg is the dizzying variety of sizes.

**MENTAL INFECTOR:** Who knows what you'll face when you unearth the hive level...

## THE BEAT GOES HON

**2** Cute arse, fierce like a cornered badger. Nova's list of gadgets and arms is impressive, but they all come at a price. Pretty much everything runs off her psy power. So the bigger the weapons you bring into play, the longer you have to hide and recharge.



**GONE AIR:** The orbital call downs are limited but absolutely bonkers whenever you radio them in.

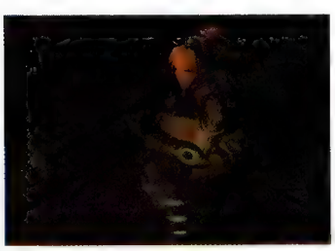
**CUNNING FUSE:** The 'knock out' feature on Nova's C28 Gaus rifle means she can momentarily disable 'bots.

**ASSISTANCE IS FUTILE:** A nice twist to combat comes from missions where our girl has to support friendly troops.

**SEE FOR TWO** The sight mode allows you to spot hidden units and target critical points on them as well.

The glaring absence of the hi-tech ninja mask is an immediate indicator of change. We ask producer, John Lagrave, the motivation behind this. "The Zerg tend not to have any mouths, neither do the Protoss. Only the humans have a recognisable/empathetic kind of interaction so it seemed obvious to represent Nova without her mask. We're still talking about it, though. She might end up wearing it, we might include it as an unlockable feature. Nothing's been totally finalised as yet."

We can see what he means. The graphics seem a fair way from being fully optimised. Hands-on we discover a jittery camera and some warped collision detection during the stealth kill animations. At one point we even manage to fall completely through the scenery. John Lagrave pauses gameplay to allay any fears, "We're not letting it go until it's ready. Of course we've got a self-imposed window we're aiming to hit, but we want to make sure its the best it can be before release." No knee jerk deadlines, no compromises to get things in under the wire; just the concentration of getting things right. So, things might not look sharp as pin at the moment, but gameplay wise, there's little we can find fault with as repeated experimentation throws up huge variations with every play.



**NOVA SCOTIA:** Leave your enemies in the cold with this little tinker. Straight from the handbag.

A typical run goes something like this. Take control of Nova, see an ASD (automated sentry droid) and pull out her multi-function pistol. Hit the spy in the sky with a lockdown charge, cloak, quickly sneak past it and the Terran guard beyond. It's here we reach a packing crate and quickly decide to duck inside to give our/her psy energy time to recharge. After that, creep up on another guard and... Hmmm... What to do? Cloak again? Switch to sniper mode and shoot him in the face? Perform one of the girl's signature stealth kills? What?

There's a marked difference between the games that lead you, and those that let *you* lead. *Ghost*'s definitely in the latter category. It's not as though there aren't set pieces, and a logical and linear sense of progress. There is. It's just that the way you get from A to B is entirely flexible and the change in pace regularly kicks up surprise after surprise.

Lagrave again. "There are times with the stealth when you say 'enough!' You just want to get in there and blow the shit out of something. That's where the vehicles and call downs come in." He turns again to the tank he's been blasting about in for the past three minutes or so. Even here – in this all out, frenetic path of destruction – the depth of gameplay comes shining through. John switches the tank into it's siege mode and starts launching indirect volley after indirect volley of glowing blue death into the enemy. He follows this impressive

**"JOHN STARTS LAUNCHING INDIRECT VOLLEYS OF GLOWING BLUE DEATH"**

PSM2 FIRST PLAY

## SNEAK EASY

3 The developers have created moments when you can go full tilt and open up but, for the most part, *Ghost* is about thoughtful progression. As we've mentioned earlier, use of Nova's psy energy stealth suit requires downtime to recharge as well. How this affects play is that you really need to move from one threat to the next, searching for potential 'safe points' as you go. It's exactly the same approach that was present in the original game, only transplanted into this new, multi layered world of alien threat.

**BOX ON YOU:** Sidle up to environmental features, like these crates, press ◎ and Nova'll hide inside.

**HIDE'S GONE WILD:** It'd be lovely to tackle everyone. Without the big guns, though, it's all about avoidance.

**SHHHH HIT:** Stealth kills are super slick. Neck snaps, critical kicks, death blows... The lot.

**CLIMB MATE CONTROL:** Don't fancy that overhang much. But for Nova it's a doddle.

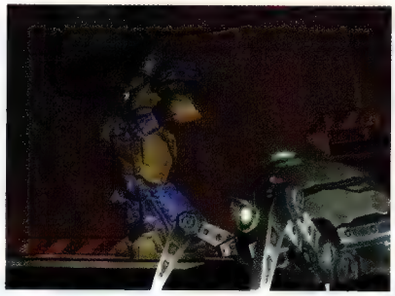
display of fire-power with a list of the types of 'call down' Nova can request from orbiting support ships. When he mentions the nuke – an ardent favourite with fans of the original RTS – we comment that we've already seen it in action. "That's wasn't the nuke. That was the Yamato Canon Strike. It's a devastating attack, but not as powerful as the nuclear strike which we've only scripted into a couple of key points of play." We recall seeing Nova crouching behind a rock while the world turned a flaming shade of red. If that *wasn't* the nuke then we've really got no point of reference to describe what we might be seeing come March next year. This, in itself, is a perfect indicator of what Blizzard are all about with *Ghost*. Keeping you busy, not pandering to the no-brainer, shootier end of the market and occasionally shocking your fekking socks off. "Earthquake? What earthquake? Nah, me I slept right through it..." PSM2

*We'll let you know if Nova is super in two months time.*

## KILLING ME SOFTLY

4 The majority of the stuff we played over in Tokyo was channelled, urban warfare, although we did get a good look at the siege tank as it hurtled through some form of Terran base. As for the speeder bike and mech suit, nothing was finalised as yet other than a few very sexy looking visuals. Tie these big lumps of hardware up with the EMP, Yamoto and nuke orbital strikes and you can see that going large is sweetly catered for.

**ARMOUR BELIEVER:** As with the orbital strikes, the fire-power of the mech is limited to specific areas.



**WONDER CRAWL:** Not exactly a vehicle, but the Spider Mine does act like a remote operated rover unit.

**CANON EYES:** The tank, especially in its static siege mode, is the perfect antidote to all that creeping about.

## HANDS-ON VERDICT

As we said earlier, looks aren't a strong point at the moment,although, that's not to say they're weak – just serviceable and in need of some attention. The way Nova moves about the environments, though, is icing sugar sweet. Double tap ⊗ and she'll hop and perform a forward somersault. R1 and she puts her back to the nearest wall. ⊚ and she drops into a crouch... The button layout's not the most intuitive initially but, as with all games, invest the time and you'll have her pulling off cunningly constructed stealth kills in under five minutes. The only other thing of real note at this point has to be how tough it is. Progress is a sluggish muddling through of all the *Ghost* unit's multiple skills. The opening result is a series of repeated deaths as you get up to speed. Then... enlightenment with you dodging and topping one after the other.

**You'll love it because...**
You love the series and think the 'strategic' departure is smart

**You'll hate it because...**
The next best sci-fi action adventure in this mould is *Oni*. Jesus!

**DVD ACTION**
Gen up on *Ghosts* hi-tech spirituality with discs 35 and 36, then prep yourself for our TGS 2003 trailer next issue.

ORIGINALITY ★★★
HANDLING ★★★★
PRESENTATION ★★

**GHOST**

**INFO**
- **DEVELOPER** Blizzard
- **PUBLISHER** Vivendi Universal
- **GAME TYPE** Action Adventure

**ANTICIPATED FEATURES**
- 23 missions spread across jungle, fire, snow and rock worlds.
- Three drivable vehicles
- Nova's psy energy allows her to cloak, slow time, knock out enemy robots and call up a vision altering 'sight' mode
- Three races of enemies to tackle.

**WHERE IT'S AT...**
- Visuals obviously need to be worked on, but we believe that the February deadline will be met and this'll end up peachy.

ESPECIALLY FOR SHOE: There's nowt like a boot in the throat to get the blood flowing

## THAT'S YOUR CLOT

1 The chance to make your opponent bleed has been touted as one of the big additions to this year's SmackDown. However, we haven't seen great pools of gore on the canvas or nasty leaking flesh wounds while we've been playing, just a few red noses in the cut-scenes after a wrestler has been well and truly duffed up. Mortal Kombat it aint.

MUM NOSE BEST: Aw, poor little soldier. Shall mumsy get you some Kleenex for that?

EXPECTED UK NOVEMBER

# WWE SMACKDOWN HERE COMES THE PAIN

The ever popular spandex scrapper rings the changes, but will you feel the need to bleed?

REVIEWER: Nick Ellis

**LIKE quantum physics and Marmite, the enduring popularity of WWE is one of life's great mysteries. Why is the spectacle of oversized sweaty men cuddling each other on the canvas so appealing? And don't they know it's all staged? Ah well, whatever fills your sandwich and one thing's for certain, the 'sport' of wrestling makes for damn fine videogames. Here Comes The Pain is the ninth WWF/WWE game to appear on a Sony console and the fifth SmackDown-branded title from THQ. Just as you'd expect, this year's outing includes a raft of new features that'll have fans jumping from the turnbuckles in joy.**

The most noteworthy of the cosmetic changes is that wrestlers now bleed when you give them a sustained whacking. The sight of Triple H sprawled on the floor with ketchup spewing from his forehead after receiving several hefty blows with a sledgehammer is certainly amusing. Probably of more interest to those who prefer their wrestlers clad in crop tops is the inclusion of Bra and Panties matches. Two Divas step into the ring and try to relieve each other of outer garments, the loser being the lass who's down to her smalls first. Classy! First Blood and Elimination Chamber are the other new 'uns.

There are a number of new fighting features too, not least of which is location specific damage. By executing the relevant attacks, you're able to work on a particular area of your opponents body, weakening their strength ability to fight back. You'll notice a body icon in the top corners of the screenshots, showing where the wrestler is hurting and the degree to which it is affecting him. As the title suggests, it's all about causing pain and there are some brutal new pain animations to demonstrate the agony. There's also a new grapple system, with four separate grapple types and moves based on wrestler's signature styles.

To round off the essential changes, wrestlers now have differentiated abilities – speed, power, strength, stamina and technique –and there's added realism thanks to a weight detection mechanic. Lighter wrestlers will no longer be able to toss the giants around like teddy bears. Art really does emulate life! As ever, SmackDown radiates a rare quality in both the epic solo Season mode and the multiplayer options. Pain never tasted so good. **PSM2**

*Expect some pain in November.*

SMACK AND GRAB: A belly flop of titanic proportions. If there's any air left in it, it'll be a wonder.

## "TWO DIVAS STEP INTO THE RING AND TRY TO RELIEVE EACH OTHER"

PSM2 FIRST PLAY

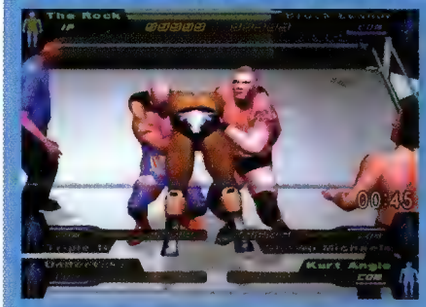
CLANK HOLIDAY: A giant fruit machine, yesterday. Pull the lever! Pull the lever! PULL THE LEVER!

# WWE SMACKDOWN: HERE COMES THE PAIN

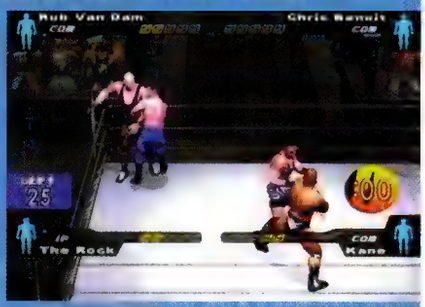
"TEAM UP ON YOUR ASS"

## THE HARD CELL

**2** [illegible]

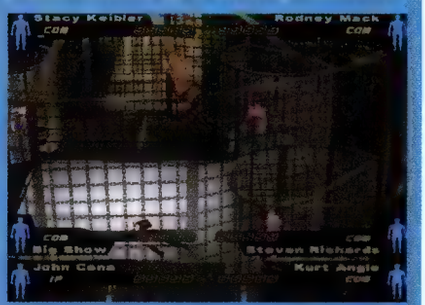



**BROCK 'N' ROLL:** [illegible]




**GRAPPLE RUMBLE:** [illegible]

**CELL DAMAGE:** [illegible]




**CELL 'N' BACK:** [illegible]

**STAIR MEANS OR FOUL:** [illegible]

**MAC DADDY:** [illegible]

## BRA WARS: A NEW HOPE

**4** [illegible]

**LINGER-FREE:** [illegible]

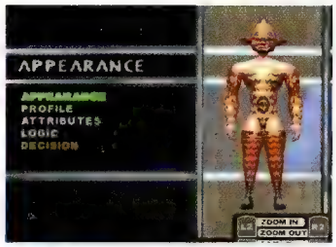
**DVD ACTION**

Expect a whole load of wrasslin' action on next month's DVD, when we review the game in all its spandex glory.

## GROOM TO MANOEUVRE

**3** Well Irish-whip me senseless if the create-a-player element isn't the most detailed of its kind in any game anywhere. There are a ridiculous number of tweaks you can make when constructing your own Superstar. There are around a dozen different hat styles, for gawd's sake, and then when you've settled on a style there are dozens of colour schemes to choose from. Here's PSM2's very own wrestling Superstar. We call him Spanky.

**HAT COUTURE:** Make your wrestler akin to some kind of twisted virtual Barbie doll. With muscles.




**GIMP BIZKIT:** Having dressed dolly, simply assign him some attributes points and give him a name.

**SMACK CLOWN:** Standing 7'2" tall, with the dress sense of Elton John, Spanky is a formidable opponent.

**LEGS AND CO:** We're all glad that Spanky's been to yoga, though it does look like that leg'll snap right off. Ouch.

## HANDS-ON VERDICT

**5** The dodgy collision detection hasn't yet been addressed in Here Comes The Pain. Arms still disappear into bodies and overall there's too much clipping. Elsewhere, it's very much business as usual. There's a wealth of game modes, arenas and wrestlers all taken from the SmackDown and RAW TV shows. The Career mode is huge and creating your own wrestler and taking them on a quest for the WWE crown is as satisfying as ever. Wrestlers are incredibly distinctive thanks to the motion capture data and authentic Superstar voice-overs. The new fighting features add further depth as well as an extra tactical spin to the experience. In short, there's everything a wrestlemaniac could possibly ask for. However, if you've yet to be bitten by the SmackDown bug then forget it.

**You'll love it because...**

You get to wear a leotard and call yourself 'Billy Badass'

**You'll hate it because...**

You prefer martial arts to sweaty men in spandex

ORIGINALITY ★★
HANDLING ★★★★
PRESENTATION ★★★

**INFO**

- DEVELOPER
- PUBLISHER
- GAME TYPE

**ANTICIPATED FEATURES**

- [illegible]

**WHERE IT'S AT...**

- [illegible]

it's nearly there

# COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

**JUNKERS AND DISORDERLY:** After thieving a German bomber, it's off to a Nazi base.

**BOMB SODS:** Take out the bridge, blow up the Panzers, protect your troops. It's all go y'know.

EXPECTED UK NOVEMBER

# SECRET WEAPONS OVER NORMANDY

Chocks away Ginger, it's *Medal of Honor* in the air!

**THE NAME** Larry Holland will cause many a long-time gamer to come over all misty-eyed as they recall happy hours spent at the controls of Amiga-era combat flight sims such as *Their Finest Hour* and *Battlehawks 1942*. Now the man behind those games is back with another Stuka mashing slice of aerial action that's essentially an update of his decade-old titles.

Each mission is story-led and has multiple stages. The opening encounter at Dunkirk sees you protecting Allied transport ships from enemy bombers before shifting your attentions to Panzer squadrons and bringing down bridges to protect your guys. In the next mission you're manning an AA gun at your base as well as getting airborne for a good old dog-fight.

**DVD ACTION** Flying in low over enemy convoys and bombing them into soup. Just one highlight of this month's footage.

**"ARCADE ACTION IS FAVOURED OVER ANAL REALISM, AND THE PLANES HANDLE NICELY"**

PSM2 FIRST PLAY

In *Medal Of Honor* fashion you play an American, a pilot named Chase. Chase is invited to join a special ops unit of the RAF, the Battlehawks, who will carry out around 30 missions of derring-do in numerous theatres of war over the entire course of the conflict. You'll be taking to the skies in 20 authentic WW2 aircraft from the British, American, Japanese and German air forces.

Although there's a fair amount of work to be done, things are looking promising. Arcade action is favoured over anal realism and the planes handle nicely. It's great to see another flight sim on PS2 and we eagerly await the 'scramble' call for the finished code. **PSM2**

*SWON should be barrel-rolling into shops in November*

## BANTER FODDER

1 In addition to engaging the enemy and watching for bogies on your tail, you'll have to keep your ears peeled. There's constant chatter in the skies, with the ground and air forces from both sides barking status reports and your squadron leader, a Brit called, er, Trevor, dishing out the orders.

## HANDS-ON VERDICT

2 No one is going to pretend being a WW2 pilot was easy, so the game is pretty tricky. You spend much of the time outnumbered and taking down enemy bombers and fighters. It's a matter of honing your flying skills and thankfully the control and radar systems are pretty friendly. The left stick controls movement while the right adjusts pitch and YAW. Aiding your dogfighting is a zoom mode for the sights and, when it comes to hitting ground targets, a simple flick of Ⓐ switches the camera to an overhead view. With 30 missions, the game appears to be vast and from what we've seen, there will be a rich medley of missions. We're expecting *SWON* to be a pleasant surprise.

**You'll love it because...**
Spitfires, sorties and bandits at six o'clock.

**You'll hate it because...**
You prefer spaceships to Stukas and like boot camps better than bomb bays

ORIGINALITY ★★★★
HANDLING ★★★
PRESENTATION ★★★

SECRET WEAPONS OVER NORMANDY

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

**The Sequel to IGNPS2's 2002 Reader's Choice for Best Strategy Game!**

- Unleash Multiple Tactics in a Single Turn
- New Tactical Chain System
- Play as Lu Bu, Cao Cao, Sun Ce, or Liu Bei
- Epic New Stories with Multiple Branches and Endings
- Twice the Number of Tactics as the Original
- Join Allied Officers for Devastating Team Tactics

**November 2003**

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EXPECTED UK NOVEMBER

# ROADKILL

It's one of those games that prove imitation is the most sincerest form of assault and battery.

**YOU CAN** sum up *Roadkill* in a mere five words: ***Vice City* meets *Twisted Metal Black*. You'll have to excuse the lazy comparison but Roadkill, in its current guise, invites it. You play the part of this chap called Mason, see, and upon rolling into town in his tooled-up Mad Max-mobile, Mason hooks up with the local mob leader and embarks on a series of missions for him, most of which involve delivering or collecting dodgy goods or wasting people and property.**

After a while you'll move to another area and work for another crime boss, all the time earning the respect of your peers until eventually you have a gang of your own to command. And it's all set in large free-roaming cities. Oh, and there are six different radio stations. See where we're coming from here?

Not that we're complaining, mind. Unoriginal it may be but, from what we've played so far, *Roadkill* is as fine a helping of ultra-violent vehicle-based anarchy as any gamer could hope for. It's all in there. You can mow down innocent pedestrians and drag them along on your bumper while blood spatters the camera. You can shoot 'em with your bonnet mounted mini gun. You're at war with rival gangs and frequently find yourself embroiled in murderous battles for control of the highway. To top things off, the game is set in a lawless post-apocalyptic nightmare world (presumably the Four Horseman rode through and nicked all the tea bags) with renegade radio stations playing a mix of hip-hop and heavy metal – any game that opens to the strains of Blue Oyster Cult's 'Don't Fear The Reaper' is alright by us.

While we're on the subject of the soundtrack, *Roadkill* currently contains some of the most gratuitous swearing you'll hear this side of a Tarantino movie. It's F-ing this, Wayne Kerr that and kindly get out of my way you illegitimate child of an amoral woman. Ooh, so naughty. As for some of the dialogue on the radio station chat shows, well let's just say it's unprintable. You're mother most definitely wouldn't like it. Practically, it serves to inform you of up and coming dangers or opportunities. You might be forewarned of a bounty on your head, for example, or receive a few handy mission tips.

**"THE MOST GRATUITOUS SWEARING THIS SIDE OF A TARANTINO MOVIE"**

**EXILE ON PAIN STREET:** It's all about swearing and blowing the crap out of everyone.

But of course it's the vehicles rather than the profanities that are the most important part of the game. There are around 40 to acquire, upgrade and equip with all manner of cruel and unusual weaponry. Most of the vehicles are earned by successfully completing missions while weapons can either be bought from the guns 'n' ammo shop (hmm, here we go again) or by finding the scrap parts and blueprints needed to make your own. AA breakdown cover, we're told, is not included in the game. **PSM2**

*Roadkill is squashing bags of badgers in its haste to make the shops by November.*

## BLOOD ON THE TRACKS

1 We're pleased to note that good taste and gaming decorum is certainly the last thing on the minds of the developers. *Roadkill* is as sadistic as it is violent. Take this as an example: when you hit a pedestrian at high speed, either by accident or deliberately, likely as not you'll carry them along on your bumper for a few yards while their insides get splayed all over the camera.

**SPLAT'S ENTERTAINMENT:** It's going to take a jet wash to get that off.

**HEADLIGHT ENTERTAINMENT:** Make an example of a rival gang members by pinning them to your bumper. Now that's funny.

## ROAD WARRIORS

2 The vehicles are straight outta *Twisted Metal Black* (and those were largely filched from Mad Max) and there are around 40 of them to acquire over the course of the game. They're rated on Speed, Health and Acceleration and all vehicles come with a front-mounted weapon that you control. Plus there's a platform-mounted machine gun for the CPU co-driver to wield and stave off the attentions of anyone in pursuit. You can, of course, upgrade your beast.

**CAJONES THE STEAM:** This is Mason's personal vehicle and it's pretty unremarkable.

**MAKING THE UPGRADE:** Purchase essential armour and acceleration upgrades here.

**BRAHMA QUEEN:**

**VERY MERCENARY:**

**DANCE WITH THE DAREDEVIL:** The Bulldog is the Daredevil gang's main vehicle. These are the guys you'll hook up with first.

## TYRED OF LIFE

4 *Roadkill* is littered with sub-quests and mini-games and one of the best we've stumbled upon is the thoroughly tasteless Suicide. With this you're parked up and have to defend yourself with your rear-mounted machine gun from a never-ending stream of suicide bombers. It starts off easy enough, with the radar showing

**GAZA TRIP:**

**CARMAGGEDON:**

**DVD ACTION**
Offensive fenders and grusome gear changes all spray painted across this month's disc. Come see us mod our pick up with a selection of body parts.

**BEER HUNTER:** Stop rival gangs having fun on a Friday night by taking out their beer trucks.

**PACKAGE HOLIDAY:** Trail the van and pick up the chests that it drops, laying the bombs behind you.

**MOTOR SLAY:** Once you antagonise a gang they won't let up until either you or them are dead.

**COP TART:** Being involved in a massive road battle with rival gangs will bring the police out sharpish.

## LAW POINT

3 *Roadkill* is set in a world where a mystery virus has decimated the population. Law and order has all but broken down and cities are largely controlled by gangs. However, this hasn't stopped a bunch of people ganging together to form a pseudo police force. If you get too frisky with your machine guns, these vigilantes will be all over your ass like a cycling rash. They won't stop until you've hightailed it to safety or located a Peace Sign icon to quell your 'riot meter'. They're a bit like the cops in *Vice*... Jeez, we've really gotta stop mentioning that game.

## HANDS-ON VERDICT

5 Filching aside, the environments are as tidy as you like and the vehicles are plentiful. Each have distinct handling characteristics and can be upgraded with an array of sadistic weapons. There's plenty of game area to explore, although you never get to leave your vehicle, and the different districts of the cities look decent enough, if seedy hotels and warped funfairs are your thing. You can destroy a fair amount of the environment too. The game also appears to be rather sizeable and is nicely structured. Well it would be, what with the *Vice City* 'influence'. In addition to the main missions there are loads of little sub quests to engage in. You can go street racing. You can see how many packages you can deliver before the clock beats you. You can defend your patch from hordes of onrushing suicide bombers... Hang on, suicide bombers? That's surely stepping over the line. Fun though.

**You'll love it because...**
It's all cars, machine guns, swearing, death and destruction.

**You'll hate it because...**
You're easily offended by rude words and appalled by the *GTA* rip-offs.

| | |
|---|---|
| ORIGINALITY | ★ |
| HANDLING | ★★★★ |
| PRESENTATION | ★★★ |

**Roadkill**

**INFO**
- **DEVELOPER**
- **PUBLISHER** Midway
- **GAME TYPE** Action

**ANTICIPATED FEATURES**
- 40 grim 'post apoc-alyptic' combat cars.
- Become the chief bad ass of [illegible] gangs in three sprawling cities.
- Around 30 core missions and a [illegible] quests too.
- Six Radio stations with a blend of chat, heavy metal [illegible]
- [illegible] Deathmatch mode.

**WHERE IT'S AT...**
- *Roadkill* is almost primed for release. There are just a [illegible]

# COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

**TOOL AND THE GANG:** Looks like Bilbo never got his 10 metres swimming badge.

EXPECTED UK 28TH NOVEMBER

# THE HOBBIT

Bilbo selecta! Will Vivendi Universal's precursor to The Lord Of The Rings be a work of Shire genius?

**YOU CAN'T** move for Tolkien inspired games at the moment, which is certainly no bad thing. In fact, Tolkien's epic tales have always been synonymous with videogames. Hardened veterans will recall lengthy text-based adventures on their ZX Spectrums and Commodore 64s including *The Hobbit* from Beam Software. As good as it was back in 1982, time has moved on and, thankfully, Vivendi's take on the precursor to LOTR isn't overly wordy.

Each level throws up a wealth of sundry challenges. During the opening level in the Shire there are around 20, from finding knitting needles to knocking apples out of trees with stones. The tasks do get trickier as the adventure unfolds and there's plenty of opportunity to upgrade your character's kit by dispatching creatures of evil and collecting baubles.

Combat starts out simple and you're armed only with stones to throw and a stiff walking stick. But, as you progress, you'll eventually get your hairy mitts on the fabled sword, Sting. The cartoony visuals are all very nice and the camera effective but gameplay is perhaps overly simplistic and too platform orientated for your hard-core RPG fan. We'll have confirmation on that when we're deep under The Misty Mountains, though. PSM2

*Bilbo's 'available' this November.*

**DVD ACTION**

No of hairy footed plodding round hobbiton this disc. Next issue, though, it's all about sticking one on the Goblins!

## AS OLD SHORTARSE HIMSELF, YOU'LL BE WORKING YOUR WAY THROUGH BOOK INSPIRED LEVELS

PSM2 FIRST PLAY

## SHIRE WARRIOR

1 The tale begins at Bilbo's pad in Hobbiton. Baggins can wander around The Shire giving people a hand in return for supplies and loot and this is a recurring theme through the game - chat to someone and chances are they'll have some task for you.

**STING WHEN YOU'RE WINNING:** Bilbo finds the elven sword in the Dwarf mines.

**TREASURE CENTRE:** All those piles must be why Smaug's so grumpy.

## HANDS-ON VERDICT

2 While the Rings trilogy is a lofty and grand tale that captures the imagination, *The Hobbit* is very much a children's novel. A fairy story, even. Its cartoon visuals and uncomplicated platform/adventure gameplay, is amply reflected in the game. There's a lot of bouncing around and scuttling up and down ladders to find stuff or solve problems and the intermittent fighting sections are fairly straightforward. Although most of what we've seen is pretty decent, we've got serious issues with the Game Over/Save system. Yes, save points are more numerous than orc turds in a Mordor toilet but the amount of times you have to use them to avoid frustrating kick-backs is ludicrous. An example: you're sneaking into a chicken shack to filch some eggs but accidentally bump into a chicken and wake it up. Bye-ee, that's game over. Clucking stupid.

**You'll love it because...**

You just cant kick the Tolkein Hobbit

**You'll hate it because...**

Hobbitses, you hatesss them nassty thieving Hobbitses.

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★★

**Hobbit**

**INFO**

- DEVELOPER
- PUBLISHER
- GAME TYPE

**ANTICIPATED FEATURES**

- dozens of interact with

**WHERE IT'S AT...**

- *The Hobbit* is

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# COMING SOON

ONLY IN **PSM2** - TOMORROW'S BIG GAMES FIRST!

EVERY KNOWN GAME ETA

# INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

| | | | |
|---|---|---|---|
| Action Adventure | AA | Platformer | P |
| Action Shooter | AS | Puzzle | Pz |
| Arcade | Ar | Racing | R |
| Beat-'em-up | Bt | RPG | RPG |
| Board | B | Shoot-'em-up | S |
| First Person Shooter | FPS | Sim | Sm |
| Flight Sim | FS | Sports | Sp |
| Misc | M | Strategy | Str |

## NOVEMBER 2003

| | | |
|---|---|---|
| 13 | Ubi Soft | FPS |
| Air Force Delta Strike | Konami | FS |
| Batman: The Rise of Sin Tzu | Ubi Soft | AA |
| Battlestar Galactica | Vivendi | S |
| Beyond Good and Evil | Ubi Soft | AA |
| Bionicle. The Game | EA | AA |
| Bloody Roar 4 | Konami | Bt |
| Blowout | Vivendi | R |
| Bombastic | Konami | Pz |
| Crash Nitro Kart | Vivendi | R |
| Crouching Tiger, Hidden Dragon | Ubi Soft | AA |
| Dragonball Z: Budokai 2 | Atari | AS |
| Dynasty Tactics 2 | Koei | Str |
| Dynasty Warriors 4 | Koei | AS |
| Eye Toy Groove | Sony | B |
| FIFA 2004 | EA | Sp |
| Ghosthunter | Sony | AA |
| Gladius | Activision | RPG |
| Gregory Horror Show | Capcom | AA |
| GTC Africa | Empire | R |
| Harry Potter: The Philosopher's Stone | EA | AA |
| Harry Potter: Quidditch Cup | EA | Sp |
| Hobbit, The | Vivendi | AA |
| Hot Wheels: Highway 35 | THQ | R |
| Ironstorm | Wanadoo | FPS |
| Jimmy Neutron Jet Fusion | THQ | P |
| Legacy of Kain: Defiance | Eidos | AA |
| LOTR: Return of the King | EA | AA |
| Manhunt | Rockstar | AA |
| McFarlane's Evil Prophecy | Konami | AA |
| Metal Arms: Glitch in the System | Vivendi | AA |
| Mojo! | Mindscape | AA |

| | | |
|---|---|---|
| NBA Jam 2004 | Acclaim | Sp |
| Need for Speed: Undergound | EA | R |
| NHL Hitz Pro | Midway | Sp |
| Pilot Down | Wanadoo | AA |
| Pop Idol | Codemasters | B |
| Prince of Persia: The Sands of Time | Ubi Soft | AA |
| Ratchet & Clank: Locked and Loaded | Sony | P |
| RC Copter | Empire | FS |
| Roadkill | Midway | R |
| Robin Hood: Defender of the Crown | Capcom | AS |
| Rolling | SCi | Sp |
| Simpsons Hit and Run | Vivendi | R |
| Scooby Doo Mystery Mayhem | THQ | P |
| Scrabble 2003 | Ubi Soft | Pz |
| Secret Weapons Over Normandy | Activision | FS |
| Seed: The War Zone | Midas | Str |
| SSX3 | EA | R |
| SWAT: Global Strike Team | Vivendi | AS |
| Tony Hawk's Underground | Activision | Sp |
| Total Club Manager | EA | S |
| Total Immersion Racing | Empire | R |
| True Crime: Streets of LA | Activision | AA |
| World Rally Championship 3 | Sony | R |
| Worms 3D | Sega | Pz |
| WWE SmackDown! Here Comes the Pain | THQ | Bt |

## DECEMBER/CHRISTMAS 2003

| | | |
|---|---|---|
| A Sound of Thunder | Bam! | AA |
| Alias | Acclaim | AA |
| Amplitude | Sony | B |
| Bad Boys 2 | Empire | AA |
| Baldur's Gate: Dark Alliance 2 | Vivendi | RPG |
| BattleBots | THQ | Bt |
| Bulletproof Monk | Empire | AA |
| Bust-A-Bloc | Midas | Pz |
| BVC: Battle Construction Vehicles | Midas | R |
| Detonator | Midas | Pz |
| Dragon Ball Z: Budokai 2 | Atari | Bt |
| Eternal Quest | Midas | RPG |
| Final Fantasy 10-2 | Sony | RPG |
| Ghost Recon: Jungle Storm | Ubi Soft | AS |
| Ice Nine | Bam! | FPS |
| Le Tour De France | Konami | R |
| Maximo Vs the Army of Zin | Capcom | P |
| Medal of Honor: Rising Sun | EA | FPS |
| Mission Impossible: Operation Surma | Atari | AA |
| Moji Ribbon | Sony | B |
| Nightmare Creatures 3 | Konami | AA |
| Red Dead Revolver | Capcom | S |
| Roadkill | Midway | R |
| Rise To Honour | Sony | FPS |
| RPM Tuning | Wanadoo | R |
| Seed: The War Zone | Midas | Str |
| Sims: The Bustin Out | EA | Sm |
| Sniper 2 | Midas | S |
| Terminator 3: Rise of the Machines | Atari | AA |

## JANUARY 2004

| | | |
|---|---|---|
| A Train 6 | Midas | Sm |
| Arc: Twilight of the Spirits | Sony | RPG |
| Eternal Quest | Midas | RPG |
| Gran Turismo 4 | Sony | R |
| James Bond: Everything or Nothing | EA | AA |
| LMA Manager 2004 | Codemasters | Sp |
| Mafia | Take 2 | AA |
| MX Unleashed | THQ | R |

## FEBRUARY 2004

| | | |
|---|---|---|
| Castlevania: Lament of Innocence | Konami | AA |
| Champions of Norrath | Ubi Soft | RPG |
| Cy Girls | Konami | AA |
| ESPionage | Midway | AA |
| Gradius 5 | Konami | S |
| Karaoke Revolution | Konami | B |
| Lethal Skies 2 | Konami | FS |
| Megaman X7 | Capcom | S |
| Sniper Elite | Wanadoo | AA |
| SOCOM 2: US Navy SEALS | Sony | AS |
| Sphinx and the Cursed Mummy | THQ | P |
| Splinter Cell 2: Pandora Tomorrow | Ubi Soft | AA |
| SpyHunter 2 | Midway | S |

## TO BE CONFIRMED/2004...

| | | |
|---|---|---|
| Altered Beast | Sega | AA |
| Area 51 | Midway | FPS |
| ATV Offroad Fury 2 Online | Sony | R |
| Catan | Capcom | Pz |
| Capcom Fighting All-Stars | Capcom | Bt |
| Coaster Works 2 | Xicat | Sm |
| Conan: The Dark Axe | TDK | Bt |
| Daredevil | THQ | AA |
| Deer Hunter | Atari | S |
| Delta Force | Nova Logic | FPS |
| DJ | Sony | B |
| Dororo | Sega | AA |
| Downhill Domination | Codemasters | R |
| Driver 3 | Atari | R |
| Duke Nukem Forever | Take 2 | FPS |
| Fahrenheit | Vivendi | AA |
| Fallout – Brotherhood of Steel | Vivendi | RPG |
| Fast and the Furious, The | Vivendi | R |
| Fatal Frame 2 | Tecmo | AA |
| Final Fantasy 11 | Sony | RPG |
| Firefighter FD18 | Konami | AA |
| Forbidden Siren | Sony | AA |
| Frogger's Adventures: The Rescue | Konami | P |
| Front Mission 4 | Square Enix | M |
| Fugitive Hunter | Codemasters | AA |
| Ghost Master | Empire | Sm |
| Gradius 5 | Konami | S |
| Harvest Moon: Save the Homeland | tbc | RPG |
| Haunted Mansion, The | TDK | AA |
| Headhunter 2 | Sega | AA |
| I-Ninja | Sony | p |
| Isle of Man TT | Codemasters | R |
| Jacked | 3DO | AA |
| Kengo 2: Bushido Master | Ubi Soft | AA |
| Killswitch | Namco | AA |
| Killzone | Sony | FPS |
| Knights of the Temple | TDK | AA |
| LMA Manager 2004 | Codemasters | Sp |
| Looney Tunes: Back in Action | EA | P |
| LOTR: The Treasures of Isengard | Vivendi | AA |
| Masters of the Universe | TDK | AA |
| McFarlane's Evil Prophecy | Konami | AA |
| Metal Gear Solid 3: Snake Eater | Konami | AA |
| Monster Rancher 4 | Tecmo | AS |
| Movies, The | Activision | Sm |
| NARC | Midway | AA |
| NFL Street | EA | S |
| Nico | Sony | AA |
| Nobunaga's Ambition Online | Koei | Str |
| Onimusha 3 | Capcom | AA |
| Onimusha Blade Warriors | Capcom | Bt |
| Outlaw Volleyball | TDK | Sp |
| PaRappa the Rapper 3 | Sony | B |
| Pillage | Zed Two | AS |
| Pitfall Harry | Activision | AA |
| Resident Evil: Outbreak | Capcom | AA |
| Richard Burns Rally | SCi | R |
| Ridge Racer 6 | Namco | R |
| Rise to Honor | Sony | AA |
| Risk: Global Domination | Atari | Str |
| Rogue Ops | Wanadoo | AA |
| Sega Seabass Fishing Duel | Acclaim | Sp |
| Seven Samuari | Sammi | AA |
| Shadow Hearts 2 | Aruze | RPG |
| Shoot to Kill | Codem'ters | FPS |
| Shrek 2 | Activision | P |
| Sim City 4 | EA | S |
| Sim Bustin' Out, The | EA | S |
| Sing | Sony | B |
| Skate or Die | EA | Sp |
| Smash Cars Racing | Metro 3D | R |
| Smuggler's Run 3 | Rockstar | R |
| Snowboard Heaven | Capcom | Sp |
| Sonic Heroes | Sega | P |
| Spider-Man 2 | Activision | AA |
| Starcraft: Ghost | Vivendi | FPS |
| Star Ocean 3: Till the End of Time | tbc | RPG |
| Star Trek: Shattered Universe | TDK | S |
| Street Lethal | Activision | AA |
| Street Racing Syndicate | 3DO | R |
| Suffering, The | Midway | AA |
| Suikoden 4 | Konami | AA |
| Syphon Filter: Omega Strain | Sony | AA |
| Tak and the Power of Juju | THQ | AA |
| Teenage Mutant Ninja Turtles | Konami | Bt |
| This Is Football 2004 | Sony | Sp |
| Thunderbirds | SCi | AA |
| Transformers Armada | Atari | M |
| Virtual-On: Marz | Sony | M |
| Wizardry | Ubi Soft | RPG |
| Wrath Unleashed | Activision | AA |
| X-Files: Resist or Die | Vivendi | AA |
| X-men Legends | Activision | AA |

*Incoming is your complete guide to the future for your PS2. The release dates are correct as we went to press. This listing is updated every issue please don't give us a hard time about slippage, canning and alterations. We only work here*

# NO PAIN - NO GAME

FEEL THE PAIN with unique SuperStar abilities. SEE THE PAIN in incredible detail as blood spatters the canvas. BEAT THE PAIN into submission with location specific damage and the best grappling system ever devised. But that ain't all! Bra and Panties matches, blood matches, SuperStar voice overs, enhanced season modes and the most realistic W graphics to date mean if you don't get this game you won't be feeling no pain.

'It's the best wrestling game yet made.' PSW

Future Media Creators YUKES

World Wrestling Entertainment

PlayStation 2

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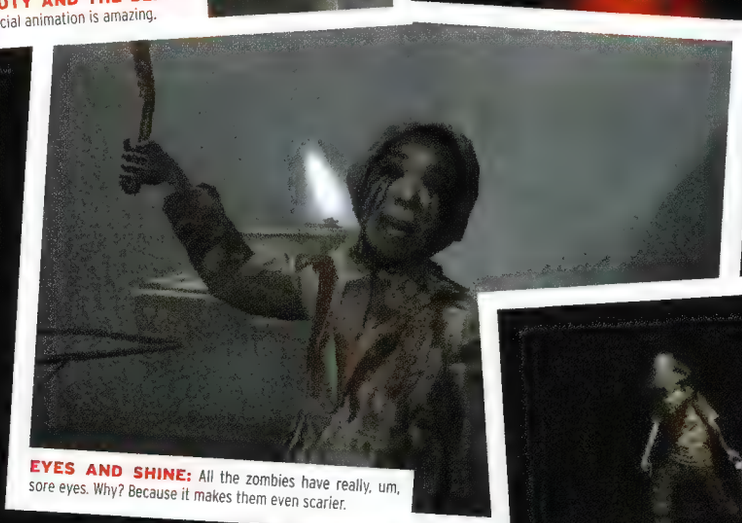
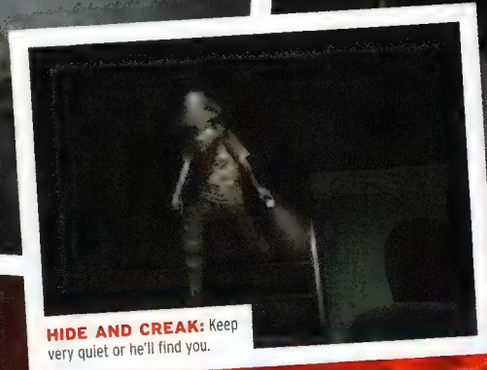
# FORBIDDEN SIREN

**BEAUTY AND THE BEAST:** The facial animation is amazing.



**EYES AND SHINE:** All the zombies have really, um, sore eyes. Why? Because it makes them even scarier.



**HIDE AND CREAK:** Keep very quiet or he'll find you.

# SIREN

**BETTER SHED THAN DEAD:** The game's all about hiding from the shamblers outside. This bird's got the right idea.

**DIRTY ASS HO:** This scuttling farmer zombie wants to plough you a new furrow.

**GIRLS A-WOWED:** Just a *little* bit spooky, isn't it? The faces are as real as they come.

## WoooooaaaAAAAAAAHHHHoooooow! What's that sound?! Prepare to be thrust into an episodic world of smart zombies and bleeding eyes...

**HIDING BEHIND THE SOFA:** Jonnie Bryant

"Every member of the team has one of these." Game producer Takasumi Fujisawa opens his wallet and carefully unfolds a Japanese paper charm and holds it up for us. "We got the biggest one tied to the server, just in case," he informs us with a smile. His answer comes after we asked what games the team plays to lighten the mood during production. There's a moment of discussion before they reply. A long pause, but obviously not one arising through problems of translation. These guys don't play games. They like it dark and they want you to like it that way too...

Cut to two hours earlier. We've ducked out of the noise of the Tokyo Games Show and are sitting in what can be best described as a blood red crate. In front of us is a rolling demo for Sony's new *Silent Hill*-beating scaremonger, *Forbidden Siren*. We see, in order of arrival, a guy shot in the chest by a laughing cop, a girl laid in a triangle full of blood red water and another girl being caressed by a nurse who's face is in the process of falling off. Then we get to play. Then the heebie-jeebies really set in.

### SNAP CRACKLE AND POP

The premise of the game isn't that daunting initially. The coastal village of Hanyuda has gone to hell and all the locals are rapidly turning into walking dead thanks to coming in contact with the crimson sea that's suddenly appeared. So far all very Village of the Damned, Night of Living Dead, Army of Darkness... The list goes on. What really puts the shockers on you, though, is the innovative new feature – the 'sight jack'.

To start with we get to control the guy we saw shot earlier, one Kyoya Suda. We wander him around for a while and then hit L1 to find out exactly what this new feature's all about. Immediately the screen washes with static and an annoying hiss fills our ears. It's as if someone's just tugged the SCART cable out of the back of the TV. Then, with a small amount of pressure on the left analogue stick, we begin to 'tune' the unique ability that all 10 of the central characters have somehow acquired. More static, then – yes – there's an image. We're looking at part of the level we can't see as yet 'through' the

## HEARING VOICES...

PSM2 cornered game producer Takasumi Fujisawa and director Keiichior Toyama in a well lit hotel room of the New Otani Hotel, Chiba City.

**PSM2:** We've heard talk of an umbrella being used as one of the weapons in the game. Doesn't sound too effective to us!

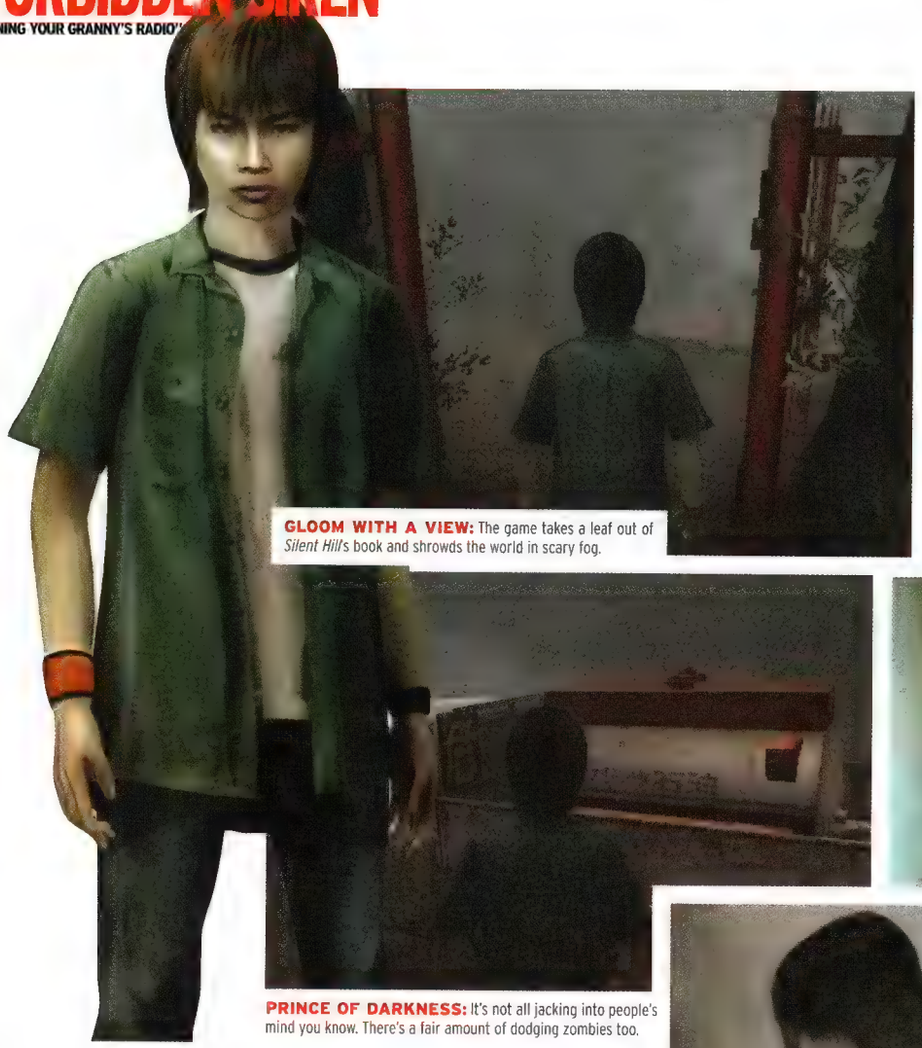
**Takasumi Fujisawa (TF):** The people you fight against are humans. It's not like they have special weapons or anything. You just pick something up from the ground. Something you might see in your everyday life.

**PSM2:** The game has multiple characters and singular time frame. Is the way you play sequential or can you shift between characters?

**TF:** There are various characters you get to play as throughout the game. A junior high student, a teacher... You play these characters one after the other and the events are overlapping. So you're always going back in time to see another character's take on events.

**Keiichior Toyama (KT):** If you play a different character on the third stage, say, then you can find yourself interacting with someone from the first stage. For example, if you break a bridge in one stage then return with another character you will find that the bridge has already been broken.

**TF:** There are also rewards for characters that follow down the timeline. Say one character



**GLOOM WITH A VIEW:** The game takes a leaf out of *Silent Hill*'s book and shrouds the world in scary fog.

## THE FOLKS ON YOU

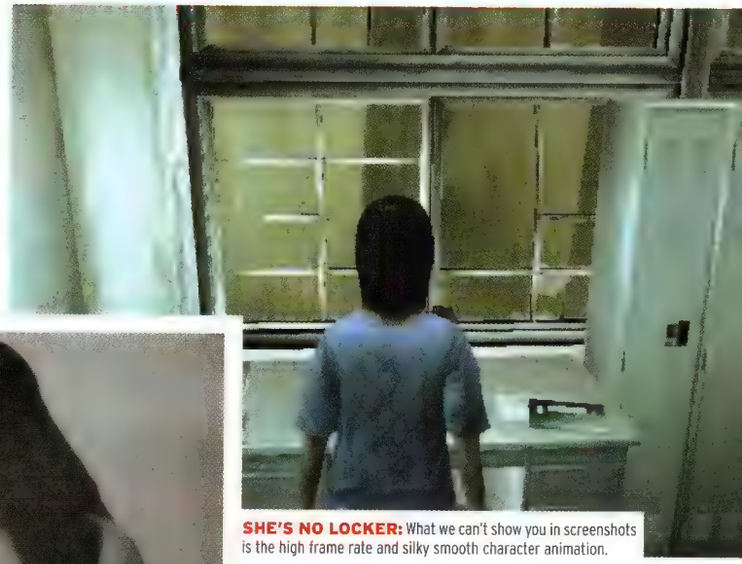
There are 10 characters that you play at some point in the game. Some, like Kyoya Suda, arrive on the screen alone whereas others, turn up with friends stringing along that they have to look after in an escort fashion. You never spend a great deal of time on each episode, but it does look like you'll be concentrating on the story of one character on a level, thus building some empathy with them.

**MUG SPRAY!** [illegible]

**GHOUL GUIDE:** [illegible]



**PRINCE OF DARKNESS:** It's not all jacking into people's mind you know. There's a fair amount of dodging zombies too.



**SHE'S NO LOCKER:** What we can't show you in screenshots is the high frame rate and silky smooth character animation.

**REAL SLIM LADY:** With 39 different pathways to creep you meet each character in loads of different places.

eyes of one of the zombies. The weirdness intensifies as the creature we're temporarily inhabiting starts to gibber and moan. Snapping L2 again, we return to Kyoya as he stands on a beach next to a pretty girl. She asks us to follow her and we do so dutifully. We reach a fence that looks strangely familiar. Ahhh, right this is the fence we saw through the zombie's eyes! A quick check with L2 again gives us the exact bead on where that particular undead is hiding. Then it's just a case of ducking beneath the fence and creeping past the trouble spot. The zombies in this game may be smarter than anything we've seen in any of the *Resident Evils* (they've got guns for a kick off) but if they can't see or hear you, then you're safe.

## SIGHT FOR SORE EYES

It takes a while and a fair amount of lateral thinking but once we've got the hang of how the sight jack mode works, we can't get enough of it. L2 for static and then slowly rotate the stick to tune in to each of the creatures that are currently patrolling the level. It's eerily addictive stuff that slowly lets you create a three dimensional map of where all the threats are placed around you. It's also quite frustrating whenever a target moves as you've got to keep nudging the reception – like tuning your granny's radio – to keep it sharp as possible and stay connected to the signal.

## HIDE OF YOUR LIFE

For the majority of the game you're under equipped so hiding from the hordes is the way to go. Problem is, these bad boys react to sound, can climb stairs and they are fast...

**FOLLOW MAN:** [illegible]

**BOG LUCK:** [illegible]

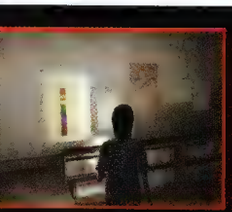
How this affects the gameplay is pretty straight forward. You got a level and you've got to get from A to B without being detected. Not exactly survival horror, more puzzle horror. Action does kick in whenever a lurker gets a glimpse of you – they scream like something straight out of Invasion of the Body Snatchers and all other enemies within earshot descend upon your position. The sight jack trick helps give away their position so you can avoid them.

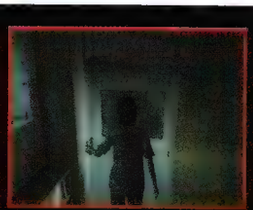
## MULTIPLE ASSAILANTS

As mentioned earlier there are 10 central characters that you get to play across 78 mini episodes with the path of each character affecting the path of whoever follows. Remember how, in *Resident Evil 2*, you played the game as Chris and how switches you threw and decisions you made then occurred when you played through as Claire? Well it's the same here times, er, 39. Pop open the link navigator menu, and you're presented with what looks like an accountant's spread sheet from hell. Time is recorded across the top – the whole game takes place over the

## "IF YOU'RE SPOTTED YOU'RE IN FOR A BIG SURPRISE... HERE THE DEAD DON'T DIE"

If you are spotted though you're in for a big surprise. Yup, here the dead don't die. You can pick up items of scenery ranging from umbrellas right up to police issue shot guns and use them to take down the shamblers... but they don't stay down. At best you'll buy yourself a few minutes quiet while you figure out where to run and hide next. Worst case scenario is that you'll take three hits from a deadite and have to restart the level. It does push the emphasis onto avoidance and 'solving' the level, but action without any palpable reward – ie, actually getting to kill the enemy – sets the action to a rather, shall we say 'steady' pace. Fortunately to rectify this ponderous approach, the creative team have come up with their second big innovation.





manages to open a locked door, then that door will be open for anyone who follows. Sometimes it helps, sometimes it doesn't. It depends on how you play.

**PSM2:** How many episodes are there?

**TT:** There are 78 in total which is why we've included the link navigator to see what you have and haven't played. Each block on the graph represents one episode. Some blocks fill when one character passes through them. Some only half fill. This indicates that another character needs to play this level again in order to complete it.

**PSM2:** Everything seems influenced by Japanese horror movies, especially The Ring. Was this a contributing factor to the visual feel of the title?

**KT:** There's a tradition in Japanese horror of one event affecting a lot of people at once. So that element of The Ring is definitely present.

**PSM2:** What about the zombies? They seem a lot smarter than those we've seen in other horror titles.

**KT:** The dead are called Shibito and yes, we intentionally made them smarter. We wanted them to use guns, to be truly terrifying.

**PSM2:** Will they patrol around or remain still until they spot you?

**YOU ARE FEELING CREEPY:** Of course getting this close to one of the undead is not recommended. Run for it!

period of three days – and character names are written down the side. As you progress you can either flit between characters, playing the first few hours of each one's story if you fancy, or sticking with a current favourite and following them through until the bitter end. It's a clever departure that allows you to keep going if you ever get really stuck or hacked off. Plus it really adds to the feeling that you'll only get the full picture of what happened in the village if you play through the game as everyone.

## REPEAT OFFENDER

Fortunately the paths are significantly different from each other, even though you'll inevitably encounter countless deaths and restarts as you learn the best routes through levels or how to best distract zombies away from objectives. Unfortunately what comes with this repetition is a leaching of the fear factor which, for a horror title, isn't a good thing.

However if you sight jack into an enemy as he spots you, the collywobbles return thick and fast. The screen goes a shade of red, you hear the creature's breathing first hand, their vision constricts into a form of tunnel view and then... There's you, actually stood there, in game, holding your head, struggling with the vision of your nemesis almost on top of you. Now that's what we call messing with your head.

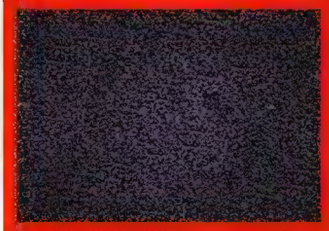
It's these chilling moments that draw you back into the game to try again, but doesn't quite satisfy that lust for the odd shotgun decapitation. It's very unnerving and unique and anything doing something new is fine by us. **PSM2**

*Slithering it's way to the UK early 2004.*

**ARMED BARRED:** Use anything you find laid around as a weapon. Guns come into play later.

## SIGHT CLUB

The central mechanic of the way the game plays is the sight jack mode. It's like a dodgy, old, analogue TV receiver that's on the blink. Tap L1 and the static kicks in. Then gently rotate the left analogue stick to 'tune' your second sight into the brains of each of the zombies. Combine what you see with your location on the map screen and you should be able to bypass all but the most twitchy of the buggers.



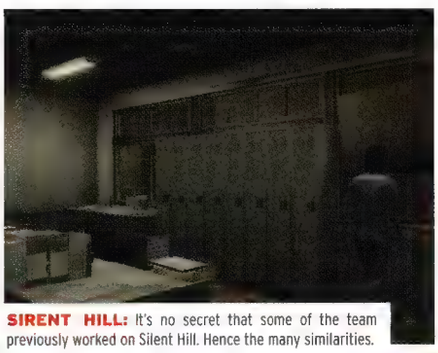
**SNOW WAY OUT:** Hhhzzzzzzz... Zip in initially, and all you get is lots and lots of noisy static like you've just busted your TV.

**TRANCE INSTRUCTOR:** Focus on a zombie that's looking at you and you can see yourself caught mid mind meld. Ohmygod he's close!

**VIEW AND CRY:** The way to get past enemies is to learn their patrol patterns and then look for a blind spot to hide in.

**WIELD DEAL:** You can also look down and see the armaments of your potential assailants before you reach them. Sticks. Axe. Rifles. Dad...

**CAMERA SICKERY:** The game uses all sorts of clever effects and camera tricks to get your flesh a-creeping.



**SIRENT HILL:** It's no secret that some of the team previously worked on Silent Hill. Hence the many similarities.

## SHAMBLERS ASSOCIATION

You pick up weapons as you progress and, thankfully, they do increase in power the further you move through the village. Even when you do, though, there's no guarantee that you'll be safe. See, there's no killing the dead, which means the best you can do is put them to 'sleep' for a short period of time while you peg it and hide.

**CLUTCH HAG:** If they're this close and [illegible] only thing you can do is back off is a waggle of the analogue sticks.

**TOOL FOX:** The rubbish thing is that [illegible] enemy's weapons once you've knocked 'em down. Why damnit?

**PUT THE SHOOT IN:** It's a long time coming but eventually [illegible] start to appear as the game progresses.

DVD ACTION

[illegible] blow out this disc. Features [illegible] in-game footage [illegible] secret 'making of' shockumentary. Scary eh?

**TF:** You can use the sight jack mode to find out what's where and then you can avoid both stationary and mobile enemies. Don't use the mode and you'll die in an instant. Combine the technique with the in-game maps and you'll be able to make it across a level unharmed. It's usually about waiting until the enemy looks the other way. We've not made it too easy, though.

**PSM2:** It all seems quite strategic and thoughtful to us. Would that be a fair characterisation?

**KT:** Basically the living dead don't die. They are already dead. It's impossible to destroy them. We want the player to think about escape.

**KT:** I was basically fascinated with submarines games. I liked the idea of going underwater and figuring out where the enemy was simply by listening. That's where the idea of sight jacking came from.

**TF:** We thought it would be really scary if you were to sight jack into the living dead and know that they were looking at you...

## HANDS-ON VERDICT

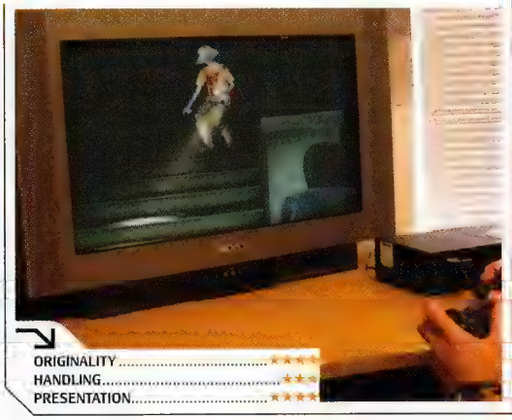
**There's no doubting the 'sight jack' feature is a neat one. So neat in fact that we've already lost a crypt load of time just getting our heads round who's doing what on a given level. Hisssssss (bloke banging hammer against wall) hisssssss (zombie patrolling school bogs) hisssssss... It's a plodding way of doing things, but completely necessary as an untimely death and a level reset is always a major pain in the undead ass. As is the fact that you can't actually 'kill' the zombies or swipe their weapons off them. That said, the tension of knowing that you've been spotted and are scrambling to find somewhere to hide is made all the more intense by just how well structured the AI of the zombies is. You really do feel like you're being hunted. Brrr...**

**You'll love it because...**

You a big fan of Japanese horror and have played all the *Silent Hills* and all the *Resident Evils* loads of times.

**You'll hate it because...**

'Solving' a level isn't a big enough reward for your efforts.



ORIGINALITY.....★★★★
HANDLING.....★★★
PRESENTATION.....★★★★

**INFO**

- **DEVELOPER** Sony
- **PUBLISHER** Sony
- **GAME TYPE** Action Adventure

**ANTICIPATED FEATURES**

- 10 playable characters with various NPCs to lead through zombie filled levels.
- 78 episodes set across three short days.
- A 'sight jack' mode that lets you 'see' through the eyes of your enemies.
- Hanyuda village, its paddy fields, coastline and sacred sites all there to explore.

**WHERE IT'S AT...**

- The Japanese version looks ready to go and things should convert quickly as all we need is the English voice dubbing or subtitles.

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# THE LORD OF THE RINGS
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Enemies include The King of the Dead, Shelob and The Witch King

Unique paths, adventures and destinies for Gandalf, Frodo and Aragorn

Team up with a friend in co-op multiplayer mode

EA GAMES

Challenge Everything

# THE DEVIL, AS THEY SAY, IS IN THE DETAIL. AND HOO-BOY, WE GOT A LOT OF DETAIL 'ROUND HERE...

**It's no wonder that development costs spiral and release dates slip; some of the games we've got in the mag this month are so insanely detailed that it's a wonder they were ever even finished.**

*THUG*'s micro-managed excellence is a case in point. Stick your own decals on a 'board? Don't mind if we do. But how about your intricate design scraping off after too much ollying? Blimey. And that's just the tip of the iceberg.

Ubi Soft's *13* is similarly amazing but draws on the culture of comics as inspiration. If you've seen Ang Lee's Hulk and enjoyed the fusion of film and graphic novel present there, *13*'s dynamic panels'll knock you for six. Unlike, say, *Max Payne*, this isn't a game with a few static comic strips standing in for cut-scenes - the whole game is informed by comic conventions and the result is hardly ever less than enthralling.

Coming up with these ideas is one thing. Implementing them successfully is another thing entirely. But as long as visionaries like those at Neversoft and Ubi Soft are given the time and cash to be able to make what's inside their heads a startling reality, the world of videogames will remain exciting, progressive and sexy indeed. And that, surely, has got to be a good thing.

## PSM2'S MANIFESTO

**PSM2's REVIEWS ARE:** Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

**PSM2's REVIEWS AREN'T:** Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

REVIEWERS レビュー

# PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

### DANIEL DAWKINS

- **SPECIALIST IN:** Millinery, Tittering
- **HAVING FUN WITH:** *THUG*, *FIFA*, old fruit

Seeing his own digitised face in Tony Hawk's Underground was almost too much for Dan this month. It was time for a cup of sweet tea when he took the back off the telly to rescue 'himself'

### JES BICKHAM

- **SPECIALIST IN:** Merkins, the alphabet
- **HAVING FUN WITH:** 13, condiments

A man of few words but many actions, Jes resembles nothing so much as a lumpen mime, sans make up and costume. Albeit a particularly rubbish one. He deserves your sympathy.

### JONATHAN BRYANT

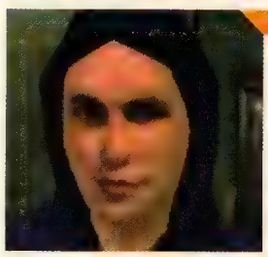
- **SPECIALIST IN:** Numbers, robots, numbers
- **HAVING FUN WITH:** Tokyo, light emitting diodes

Ro-Bryant is PSM2's very own Data – but in reverse, Last seen trying to transfer his mind into a broken old Optimus Prime, it's only a matter of time before Jonnie enslaves us all.

### ADRIAN LAWTON

- **SPECIALIST IN:** Wonky glasses, bum gravy
- **HAVING FUN WITH:** *SWAT*, Interfacing

Look at that face; only a mother could love it. Unfortunately, android Ade was created by an immobile and emotionless supercomputer. Ain't that a kick in the teeth?



### JOEL SNAPE

- **SPECIALIST IN:** Small things, pomade
- **HAVING FUN WITH:** *Beyond Good & Evil*, fists

Joel's a man of few words, but, as Billy Dee Williams once said "those words count". So we got out of his way when he said he was going to "mess you up real bad, like a rubbish tip". Hmm.

### DAVE HARRISON

- **SPECIALIST IN:** The moving picture, ultraviolence
- **HAVING FUN WITH:** *Super Farm*, coving

'Mauler' can kill with anything at all Apples, shoes, tissue paper - you name it. just don't make him angry. Or you'll end up like the chap that stepped on his foot; strangled with a pubic hair.

### NICK ELLIS

- **SPECIALIST IN:** Lardy cake, lederhosen
- **HAVING FUN WITH:** *Club Football*, Belly button fluff

Nick enjoys dressing up like a bull at the weekend. Why? Because, he said when questioned, "I've got the horn", he chuckled quietly to himself until he realised we were all ignoring him.

## MAIL US NOW!

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PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch

**PSM2, FUTURE PUBLISHING,**
**30 MONMOUTH STREET, BATH BA1 2BW**

›THE DEFINITIVE VERDICT フハフヌキニラ

# WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

**BEST SCREENS:**
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

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PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

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REVIEWS
FANTAVISION
Whack on the kettle, break open the Digestives, and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture-mapping. Fantavision is the PlayStation 2's simplest and arguably greatest invention yet.
FANTAVISION
IMPACT POINT
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
INSIGHT
VERDICT
MATCHER'S CHOICE
85

**VERDICT BOX:**
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

**INSIGHT:**
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

**GAMER'S CHOICE:**
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

**ALL THE INFO YOU NEED:**
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シラヨ

## PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

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## DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HARD-HITTING シラヨ

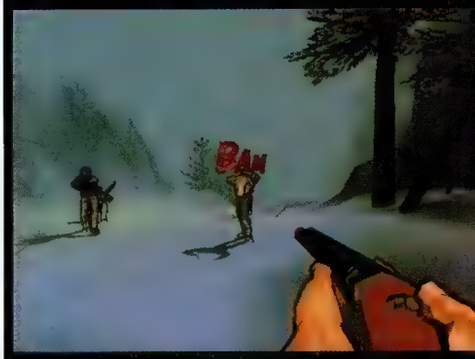
## THE PSM2 SCORING SYSTEM:

PSM2 WARNING!

| | |
|---|---|
| **0-29** | Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really... |
| **30-49** | Possibly fun in the short term, but there're some serious faults in the game's design. |
| **50-69** | 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores. |
| **70-84** | An entertaining game that *just* misses out on being something big. Highly enjoyable, though. |
| **85-89** | What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need... |
| **90+** | An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this. |

# DON'T MISS THESE:

## PS2 REVIEWS

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# REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

OUT UK 14TH NOVEMBER

# 13

**IT'S AN EXERCISE IN STYLE AND DESIGN.**

# Ubi Soft's graphic novelty finally bursts into life on PlayStation2. But is it in the League of Extraordinary Gentlemen? Or more like The Beano?

**REVIEWER:** Jes Bickham

**INFO**

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Ubi Soft
- **PUBLISHER** Ubi Soft
- **GAME TYPE** First-person Shooter
- **PRICE** £39.99
- **EXTRAS** Network adaptor, DualShock 2, memory card, 1-4 players

**DETAILS**

- Huge variety of weapons, including brooms, chairs and ashtrays. Nice.
- 36 levels of first-person fun.
- Inventive comic-book style - panel sequences let you know what's happening off-screen.
- Two-player split-screen and online multiplayer

**At its best, *13* really does come close to being the videogame equivalent of a graphic novel. Firstly, it tells a cracking story, full of conspiracy and intrigue and well-drawn (ha!) characters. Secondly, the cel-shading gimmick aside, Ubisoft have implemented some stylistic comic-book tricks that actually *work*; panels flash up that show what's happening off-screen, offering early warning as guards converge on your position; static hand-drawn art morphs into polygonal 'reality', and, to further enforce the feeling that you're taking part in an actual story rather than a phosphor-dot excuse to shoot things, you can actually play during some gorgeously whited-out flashbacks.**

It's quite something to behold and, even if a lot of the funny-book fanciness is ultimately window dressing (why are visual representations of sound needed in a medium that offers actual aural effects, hmm?), this is an exercise in style and design that feels remarkably fresh. Thankfully, though, the attention to detail hasn't been left to the visuals – *13* is riddled with cool moments. For instance, if an RPG rocket detonates too close to you, your hearing gets shafted – cue muted sounds and eardrum-blasted humming. Brilliant stuff. Likewise the conversations carry on around you as you skulk and creep through the levels. Then there's the ability to grab hold of an enemy and use 'em as a human shield (or hostage, depending on your point of view). Or how about the learning of skills as you progress through the game, such as lock-picking or using two weapons at once. Hell, even being able to pick up an ashtray or a chair or a shard of glass and smack an enemy with it adds to the overall swishness.

**ARMAGEDDON IT:** There's plenty of weapons in the game. Our favourite is the face-splattering shotgun. Need to get in close, mind.

So, there's lots to love, right? Yes. Absolutely. This is a first-person shooter that feels like a breath of fresh air next to the more traditional action fare of *Red Faction* or even *Medal of Honor*. But as good as it is, it's far from perfect,

## HEALTH DROPS FASTER THAN JORDAN'S TIT PANTS ON A FRIDAY NIGHT DOWN THE MET

and can often be a terribly frustrating experience. Perhaps we're getting old, but this is hugely difficult (unless, of course, you play the game on 'Easy'. But then there's no challenge at all). You'll be saving and retrying constantly, as death is a common coin in the world of *13*. Hey, people kill people, right? But crucially, people with guns kill people even quicker. And in *13* that means your health drops faster than Jordan's tit-pants on a Friday night down the Met Bar if you take a few ▶

**HOLY CEL-SHADING:** Adam West's voice acting is brilliant, and very amusing if you remember the old Batman TV series.

## IMPACT POINT

The first time you plug an enemy with a head shot, a three-panel sequence shows you exactly where your shot goes in and comes out. Gruesome but cinematically great.

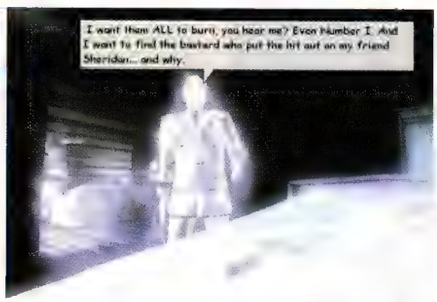


**FUTURE-ARMOUR:** Always search dead guards - you'll automatically pick up any armour they have, which is essential to survival.

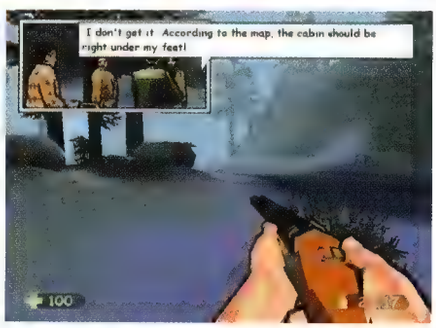
## PLOT UNDER THE COLLAR

The tortuous, twisty-turny plot of *13* is a real treat – we're not spoiling anything by telling you that you start the game washed up on a beach with amnesia. But once the revelations come thick and fast the levels get very interesting. Favourites of ours include: sneaking around a snow-laden base, GoldenEye-style, in order to switch off power generators and put the Solid Snake-style kibosh on patrols, and breaking out of a mental institution complete with bonkers inmates and sadistic guards.

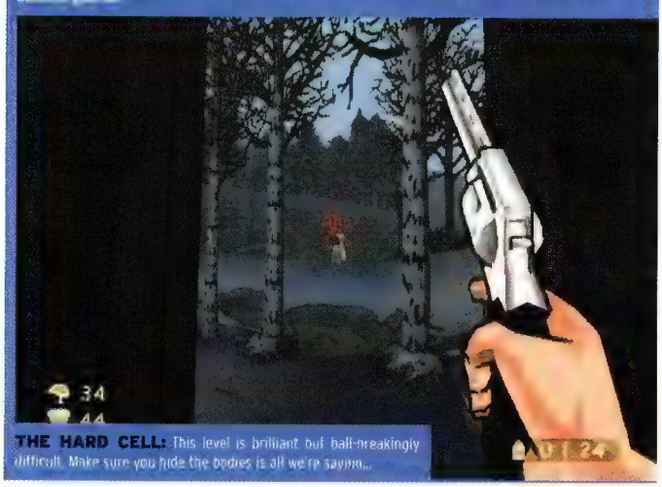
**FLY ME TO THE 'TOON':**


I want them ALL to burn, you hear me? Even Number 1. And I want to find the bastard who put the hit out on my friend Sheridan... and why.

**TOUGH LOVE:** By the tears of sweet baby Jesus, *13* can be tough at times. Prepare to replay levels many times over.




**SNOW JOKE:** The snowbound levels are heee-ugely atmospheric. *13* never seems to get cold, though. Tough guy, huh?



**THE HARD CELL:** This level is brilliant but ball-breakingly difficult. Make sure you hide the bodies is all we're saying...

## BE PEDIGREE CHUM IN LESS TIME THAN IT TAKES TO SHOOT YOURSELF IN THE FOOT

▶ hits. It can be hugely frustrating but it *does* force you to play a more careful game, and with the emphasis on stealth – your 'sixth sense' can tell you if enemies are nearby, with little 'taps' flashing up on-screen, and you can knock people out with one swipe to the back of the head – all-out gunplay is more often than not a last resort.

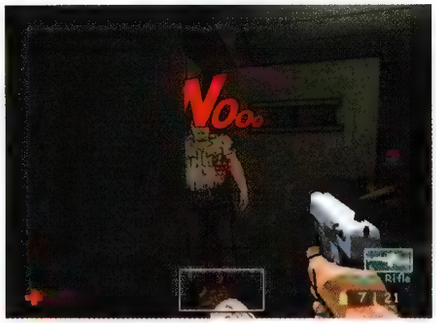
Which makes those unavoidable battles pretty darn brutal. Every so often you'll be flung into a situation where only outright shootin' will solve matters. And you can't survive these encounters as you would in most other first-person shooters; unless you can get a head shot every time, which takes down enemies in one fell swoop. It's really dead tricky as the bad guys in *13* are irritatingly resilient. Perfect circle-strafing is a useful skill to master but try it out in the open with 10 armed goons on your tail and you'll be Pedigree Chum in less time than it takes to shoot yourself in the foot. *13* forces you to learn to use cover, take care and aim straight – this isn't mayhem for the sake of it.

All of which is very

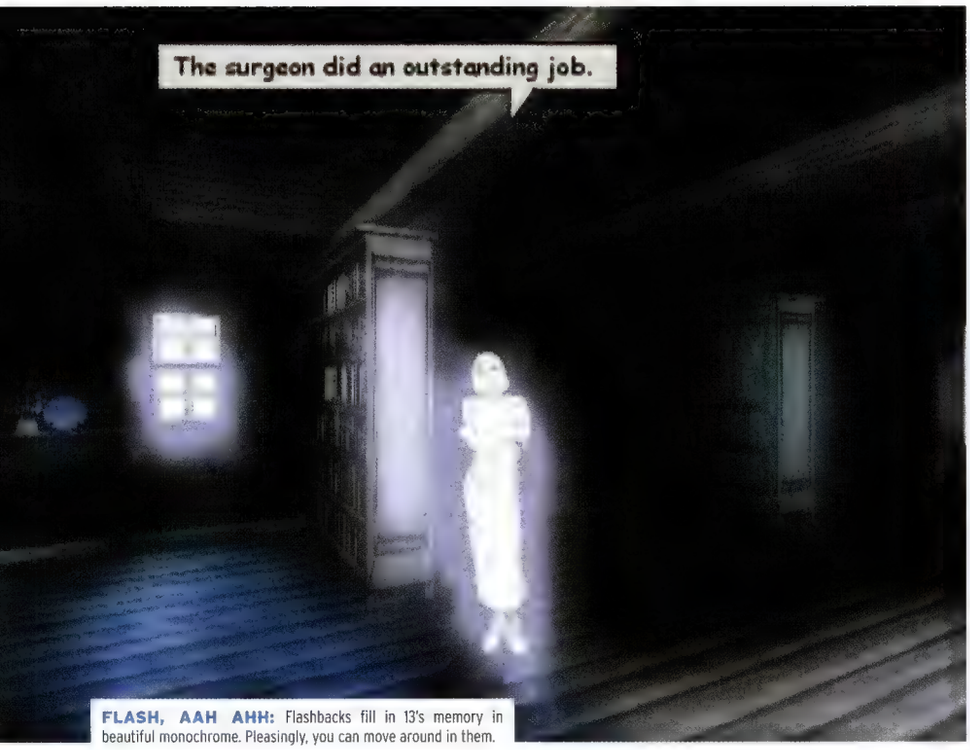
### INSIGHT

Two famous folk voice a couple of the main characters. David Duchovny of X-Files fame voices 13 himself, while proto-Shatner Adam West – TV's Batman – is 13's boss, Colonel Carrington.

**SLAY IT SAFE:** Always use stealth if you can. Sneaking up behind a guard and twatting him on the noggin is always the best option.



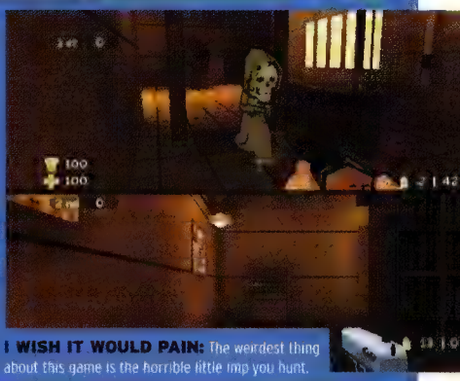

**PAT 'TOON:** Most of the people you meet in the game carry on having their own conversations while you're sneaking around. Very nice.




**FLASH, AAH AHH:** Flashbacks fill in 13's memory in beautiful monochrome. Pleasingly, you can move around in them.

## MULTIPLICITY

*13* isn't all single-player tomfoolery. Following THQ's lead with *Fire Warrior*, the game offers both splitscreen frag-ging and online shootery, not a bad couple of bonuses at all. Unfortunately, you don't get to dust the multi-tap off as the split-screen mode only caters for two players. But four chums can play online in a variety of modes (Power Up, offering plenty of oddness such as one-hit-kills, and Hunt, with everyone, er hunting a hideous little death-type character. It's all smooth and good, clean, violent fun.



**I WISH IT WOULD PAIN:** The weirdest thing about this game is the horrible little imp you hunt.

**A SHOOT POINT:** Just watching the animation of your opponent's character is fascinating. But don't let him shoot you dead, eh?

**I DON'T LIKE GUNDAYS:** Only two people can play offline, but the game remains smooth.

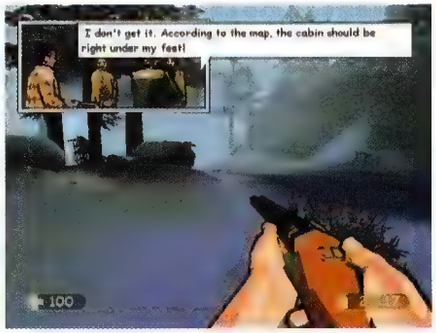
## SURPRISING, BEAUTIFUL, ABSORBING, YES... BUT NEVER REALLY EXCITING.

admirable, and finally succeeding at a given level almost always feels like a triumph. But crucially, it never quite feels like a deserved triumph – much of the time it's simply about learning what happens next (mostly by dying as a guard metaphorically yells 'surprise!' before gunning you down), repeating the level and placing yourself correctly for the event. There's little in the way of improvisation, of turning a bad situation into a good one by virtue of your own ability – the game's so unforgivingly tricky that even if you do manage to wriggle out of an unexpected situation, you'll have bugger-all health left. As such, *13* can never really be called *exciting*. Surprising, beautiful, absorbing, yes... but never really exciting.

And this brings us to a bigger issue with *13* – as much as we admire it, we can't quite bring ourselves to actually *love* it. It is, in many ways, a stupendous achievement; visually inventive and able to be 'mature' without resorting to the lowest common denominator thrills you'd find in lesser games (there's swearing and gore, yes, but neither is exploitative or sensational). It tells an intriguing story that meshes incredibly well with its aesthetic identity, and offers a wealth of things to see and do. But as much as we found ourselves stroking our chins with respect at an interesting new level, we were never truly *thrilled*. Perhaps this is because the game never really gives itself room to breathe, with piecemeal progress and endlessly re-started levels getting in the way of sheer spectacle. Dangling over a ravine in a ready-to-drop cable car sounds like the best thing ever on paper, but your enjoyment diminishes as imminent death awaits. We're not saying *13* is unfair, but it could be a bit more generous.

While it certainly has its problems, *13* is almost an essential purchase. It is a delight being embroiled in its many depths and – if you don't mind the stop/start nature of the game You'll have a whale of a time **PSM2**

*Drawing on you earnings in two weeks.*




**SNOW JOKE:** The snowbound levels are heee-ugely atmospheric. *13* never seems to get cold, though. Tough guy, huh?

## HERGE'S CHOICE

1 **TIMESPLITTERS 2**
Still the best FPS on PS2 – a giant's toybox of things to do with the most amazing multiplayer options.

2 **MEDAL OF HONOR: FRONTLINE**
Looking its age but still capable of dramatic tension that few can equal. Roll on *Rising Sun*.

3 **XIII**
A brave and beautiful attempt at something new, but unyielding and aggressive.

## PSM2 VERDICT

**GAMEPLAY**
+ Excellent first-person action with a stealthy twist.
- Play, die, retry, play, die, retry.

**GRAPHICS**
+ Excellent cel-shaded comic book presentation.
- Sometimes bland textures.

**SOUND**
+ Brilliant jazzy, snazzy soundtrack.
- Some iffy voice-acting.

**LIFESPAN**
+ 36 levels of rock-hard gaming, plus online and offline multiplay.
- It's so tough you might get bored before the end.

**OVERALL**
**A harsh mistress and incredibly trying at times, but nonetheless this is a remarkable achievement, never less than fascinating and full of wonder.**

**87**

GRAPHIC

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OUT UK NOW

# FIFA FOOTBALL 2004

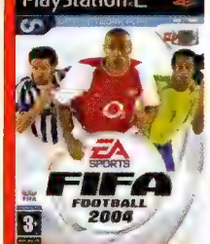
The shock of the season - EA takes *Pro Evolution Soccer 3* to extra time.

**REVIEWER:** Nick Ellis

**INFO**

- **CODE TESTED**
  PAL UK
- **DEVELOPER**
  EA
- **PUBLISHER**
  EA
- **GAME TYPE**
  Football sim
- **PRICE**
  £44.99
- **ESSENTIALS**
  1-4 player, Dualshock 2, Memory card, Multitap, Network compatible

PlayStation.2

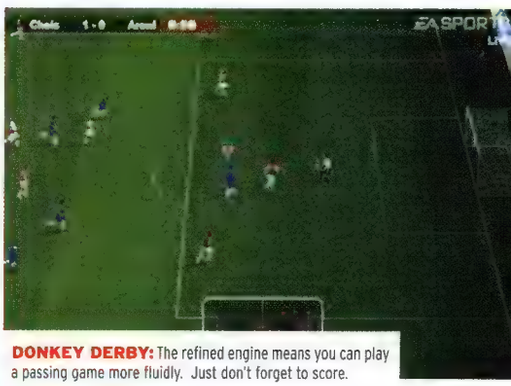



**DETAILS**

- 500 official licences, 16 leagues, 350 teams and around 10,000 players.
- 300 crowd chants and dozens of real stadiums.
- Network play allows you to go head-to-head online for the first time.

**Cast your mind back to the summer when the name Roman Abramovich crashed into the public conscience. Imagine the emotions that Chelsea fans went through when a little known Russian billionaire poured the GNP of a small country into their club – surprise and disbelief mixed with 'shit me, we're rich' elation, we'd wager. Now imagine getting your hands on the finished version of the latest *FIFA* game and, confounding your numerous cynical preconceptions, it turns out to be not just competent or acceptable but really bloody good. We didn't just drop our bacon sandwich, we ploughed a lorry load of pigs straight into the nearest slaughterhouse.**

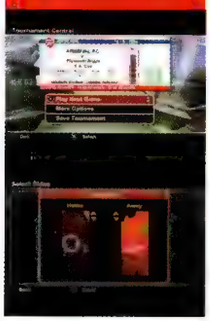
Demonstrating a never-before-seen level of authenticity and playability on the pitch, packed to row Z with official licences and graphically



**DONKEY DERBY:** The refined engine means you can play a passing game more fluidly. Just don't forget to score.

## IMPACT POINT

The number of officially licensed teams in *FIFA* is absolutely staggering – there are around 350 from all four corners of the globe. Every English league side is in there, and the first time you lead your boys onto the pitch there's a chest-swelling sense of regional pride.



**BALLOCKS:** The Henry-a-like curls one in. He makes it look easy. Think you can do better? Come and have a go etc.

outstanding, *FIFA 2004* is the closest EA have come to rivalling Konami for videogame footie's top spot. The refined engine allows you to play fluid passing football and reworked AI lends your team a greater degree of cohesion. Of course the real selling point for UK gamers is the chance to play as Plymouth Argyle... Oh alright, to play as any of the 92 English league clubs.

The main bulk of the single-player game is the Career mode, where you're given five years in the manager's chair to win as many titles and tournaments as possible with your chosen team. Alongside considerations such as training both your team and individuals, there's a comprehensive but easy-to-handle transfer system, which easily matches that of *PES3's Master League*. When you're done with your career there are numerous additional cup and league competitions to tackle.

For those who like their football management sims, the Football Fusion mode will let you import data from EA's forthcoming *Total Club Manager 2004* (which, incidentally, is looking very promising) and then play the games that you'd otherwise be passively watching. Once the game is played in *FIFA*, you can switch back to the management title for further team tweaking. Blooming marvellous, Ron, if somewhat harsh on your PS2's disc tray.

Then there's the Online play element, the first of it's kind for a football game and something we hope will kick off big style in future seasons. Obviously this isn't fully operational yet but, with such a solid game in place, it could well be the best prospect since Wayne Rooney stuck on an England shirt. Not only will you be able to take on fellow *FIFA* players across the globe, there'll be tournaments to enter, rankings tables, voice chat and downloadable content. Look out for the PSM2 Cup coming your way very soon.

It's all very well having such a wealth of licences, game modes and extras but these count for sweet FA if the on-pitch action is sub standard. Thankfully, *FIFA* largely delivers on this front too. The control system is a lot more literal than *Pro Evo* – point the analogue stick in one direction and that's the way the ball will travel, and likewise all the action buttons are pressure sensitive. It works well, though, and you really do feel like you're master of your own destiny. The much lauded Off The Ball™ system is explained above.

A consistent criticism of the series that it's always way too easy to score. With *2004* this is almost the opposite. In two-player games we've been struggling to hit the net more than twice in a match, while in the solo Career mode goals have been carved out meticulously. In fact, it's in the final third of the field that *FIFA* ultimately loses out. The goals and replays nowhere near match the spectacular variety, randomness and impact of those in *PES3*. Which is why we'd have to say that if you're only going to buy one footie game this Christmas, make it Konami's. But if you're feeling as frivolous as drunken Roman, then get both of 'em in. **PSM2**

Running into shelf space this very month.

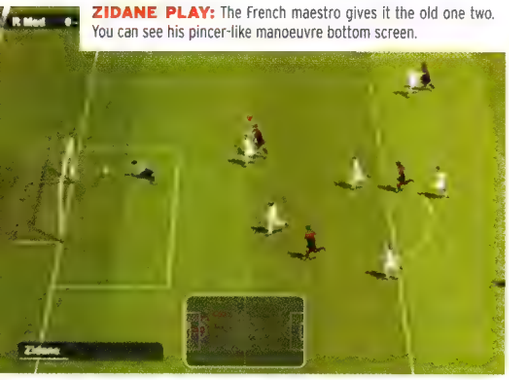
## THE BEST PROSPECT SINCE WAYNE ROONEY STUCK ON AN ENGLAND SHIRT

## OFF THE BALL™, CITY

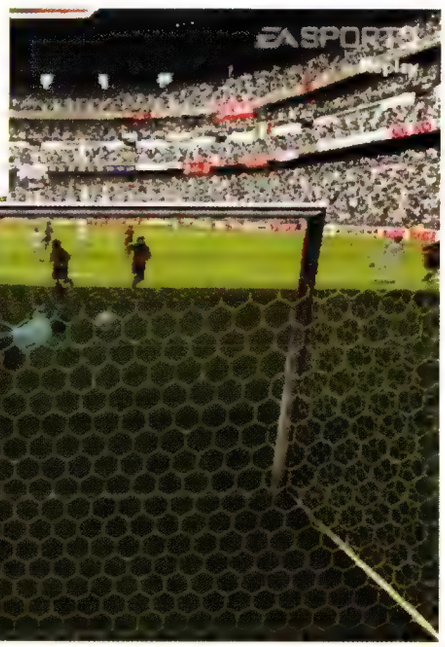
The all-new Off The Ball™ mechanic allows you to simultaneously control both the man on the ball and one other player. At first it's thoroughly confusing and serves only to rob you of possession but after a few hours play becomes an integral part of the game.

**ICON-FUSED:** Hold down the L2 button and you're presented with a choice of 3 other players to control.

**CROSS PURPOSES:** Once selected, guide your chosen runner into space with the right analogue stick and deliver a telling pass.




**ZIDANE PLAY:** The French maestro gives it the old one two. You can see his pincer-like manoeuvre bottom screen.




**ZIDANE REPLAY:** Although the replays show off the goals nicely, they're nowhere near as good as those in *PES*.

## INSIGHT

OK. Pop quiz, hot shot. How many editions of FIFA do you reckon have appeared on Sony consoles? According to our calculations and including Euro 2000 on PSone, this year's is number 10 and the fourth on PS2.

## BLATTER'S CHOICE

1 **PRO EVOLUTION SOCCER 3**
Another slice of net-busting brilliance from Konami. PS2 footie at its finest.

2 **FIFA 2004**
The best *FIFA* for years. Almost runs *PES3* off the ball. Nearly but not quite.

3 **CLUB FOOTBALL**
A brave but flawed effort from Codies. The presentation is polished but this largely fails to cut it on the pitch.

## PSM2 VERDICT

**GAMEPLAY**
+ Eminently playable and multi-layered in complexity.
- Compared to *PES*, this is found wanting in the penalty area

**GRAPHICS**
+ Every English club licenced down to its socks. Get in
- The Team Management menus are laborious and too fiddly

**SOUND**
+ Frighteningly accurate crowd chants
- John Motson "Errrrrrrrr .. Outstanding."

**LIFESPAN**
+ Huge Career mode and online play. What else is there?
- The small matter of the all-conquering *PES Master League*

**OVERALL**
**Shiny like Bobby Charlton's bonce and thoroughly playable to boot. This is *FIFA's* finest hour but *Pro Evo* still nicks it by a whisker.**

**86**

**STRIKING**

OUT UK 24TH OCTOBER

**INFO**

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Paradox
- **PUBLISHER** Eidos
- **GAME TYPE** Wrestling
- **PRICE** £39.99
- **ESSENTIALS** 2 player, DualShock 2, memory card

**DETAILS**

- Features 'big name' exponents of the scene, such as Josh Prohibition and Mdogg20. Yes.
- Mash people in the face with spiky props and rigid furniture. Think tables and barbed wire.
- Compete to become the 'King Of Hardcore' in the 'Talk Show' career mode.

**THAT'S AN OFF FENCE:** NPC's hang around in the background, jabbing you occasionally with forks and the like.

**NO JIGGLING AT THE BACK:** Sorry love, not convinced. Pose all you want, but that score ain't changin'.

# BACKYARD WRESTLING: DON'T TRY THIS AT HOME

## Jackass slaps *WWE* in the face with a can of white trash. Yum?

**REVIEWER:** Steven Bailey

**Shouldn't someone tell them that's it's supposed to be fake? Or maybe that's exactly it; a chance for wrestling fans to taste the pain in the way that no amount of pay-per-view could ever offer. Wrestling is just a soap opera for Homer Simpson, but this stuff is just a chance to see barbed wire make history on someone's face up close and often more-than-personal; DIY WWE for the people.**

This game, much like recent attempts to sell Backyard Wrestling to the masses, comes across as a bit desperate. It gracelessly bundles together a compendium of trailer trash culture in the hope that something marketable will fall out along the way. Brick-dumb blondes listlessly smoosh their breasts to the sound of Insane Clown Posse and dressing the career mode up like a deep-south daytime chat show pretty much cements the fact that *Backyard Wrestling* gets quite dull after ten minutes. No amount of jiggling titties can distract from that. Well, maybe a hundred of them all at once could.

**A REAL GORE OPENER:** Backyard wrestlers are all the same on the inside: blood, gallons of the stuff and very little up top...

**"DUMB BLONDES LISTLESSLY SMOOSH THEIR BREASTS TO INSANE CLOWN POSSE"**

Each arena is a panorama of pain, and comes packed with enough props to let you make a mess of both place and face. All wrestling games feel a little stodgy to control, granted, when compared to more typical beat-em-ups – that just seems to be how they've evolved years – but *BYW* feels especially sluggish and spongy.

It should be *Tekken* meets *State Of Emergency* – unrehearsed improv-chaos – but feels like a bunch of people dressing up badly and pretending to be in a wrestling game. The create-a-wrestler mode, something critical in a game like this, is utterly abysmal, too.

At heart, *Backyard Wrestling* is nothing but an al fresco grapple game, and one that's close to the bottom of the pile – Even if you do see fresh gushes of blood and gaping head wounds as compensation for the lack of flair, grandeur and Olympian athleticism of the WWE.

And, unless you enjoy the novelty of doing 'it' in someone's back garden, then there's nothing here that hasn't already been done better by the competition. This is backwards backyard behaviour that ultimately makes for a very limited experience. **PSM2**

*Flopping into the shops on 24th October*

**INSIGHT**

It's not only the Americans but the British who are determined to destroy themselves in the time-honoured ritual of death-by-hero-worship. Check out the East Norfolk Backyard League (www.enbw.co.uk) for a good idea of what can be achieved with a surplus of road signs.

**CRABTREE'S CHOICE**

1. **WWE: SHUT YOUR MOUTH** This Big Daddy has it all. Except Mick McManus.
2. **DEF JAM VENDETTA** Entertaining bling-bling spin on the wrestling ring.
3. **BACKYARD WRESTLING** This most extreme sport dulls itself into a video game. Even the grappling nymphos don't make up for it.

**PSM2 VERDICT**

**GAMEPLAY**
+ Hitting people with stuff is always fun for a bit.
- And then what? You better enjoy the two-player.

**GRAPHICS**
+ The animation is OK on the grappling moves.
- Second-rate looks all round.

**SOUND**
+ The hillbilly chill out tune is ace. Bones crunch nicely, too
- You have to LOVE the Insane Clown Posse, or go mad.

**LIFESPAN**
+ Career mode is fairly long.
- Rubbish create-a-wrestler mode.

**OVERALL**
**The *BMX XXX* of the wrestling world. Has none of the depth of the WWE characters, and only a fraction of the longevity of their games.**

**45**

TRAUMA

WWW.CONFLICT.COM

# CONFLICT DESERT STORM II

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"IT REALLY DRAWS YOU IN AND WON'T LET GO"
-P2

"A MEATY SHOOT-'EM-UP WITH TRICKY TACTICAL ELEMENTS"
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-PLAY

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PIVOTAL GAMES

SCI

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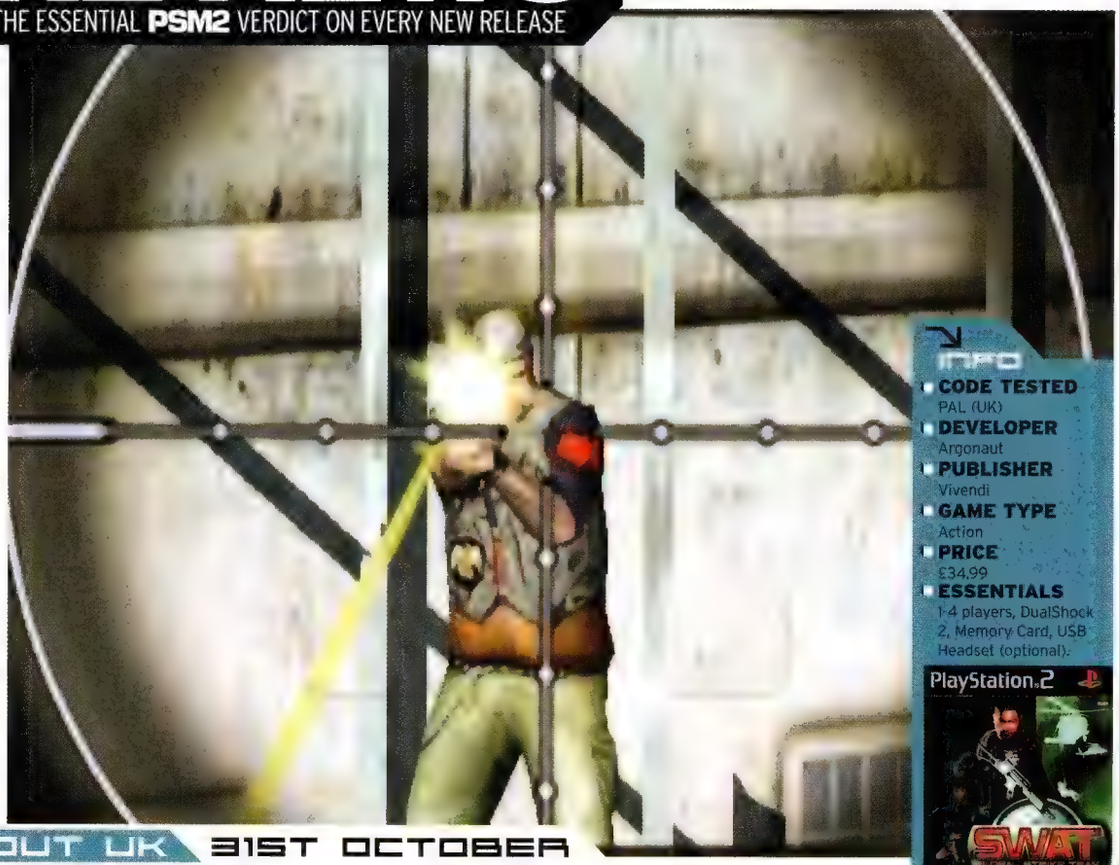


OUT UK 31ST OCTOBER

# SWAT: GLOBAL STRIKE TEAM

"Team, proceed. No, we said Proceed! P-R-O-C-E-E-D! Oh, for the love of... **REVIEWER:** Adrian Lawton

**Look, we're not mad, OK? We know we look proper dorks sitting here in PSM2 towers blurting "Freeze!" while passers by stare at us as if we're proclaiming the second coming. But there's a good reason for our strange behaviour. Meet *SWAT*, and its voice-activated features. Thanks a million, Argonaut.**

Self-consciousness aside, this is good stuff. You play as the leader of a three-man specialist anti-terrorist unit battling across 21 levels of action in the solo mode. The AI's admirable, and your team almost always do what you tell them to do. Command Lee, the sniper, to "take down" a distant enemy you point your crosshair at and she'll instantly respond with "target acquired" then – blammo! – she fells them with a single, well placed headshot.

Here's the interesting part, though. The game's not really about killing; you're rewarded for taking prisoners rather than spilling giblets. Burst into a room shouting "SWAT, drop your weapons!" and a compliance meter appears. The further to the right it is, the more likely the enemy is to surrender. If they refuse and shoot back then, and only then, should you return fire. Even under these circumstances, it's best to use tranquillisers, then cuff them when they're on the floor.

*SWAT*'s not the first title to use the headset of course; that honour goes to *SOCOM*. In fact, it's not even included, so if you want to use one, you'll need to have bought *SOCOM* already. Thankfully, it's optional, as the commands are easily inputted via the D-Pad. Though generally pretty good and tweakable in the options menu, the voice recognition's not perfect anyway – leaving us resorting to button-presses regardless.

**"IT'S BEST TO USE TRANQUILLISERS, THEN CUFF THEM WHEN THEY'RE ON THE FLOOR"**

## INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Argonaut
- **PUBLISHER** Vivendi
- **GAME TYPE** Action
- **PRICE** £34.99
- **ESSENTIALS** 1-4 players, DualShock 2, Memory Card, USB Headset (optional).

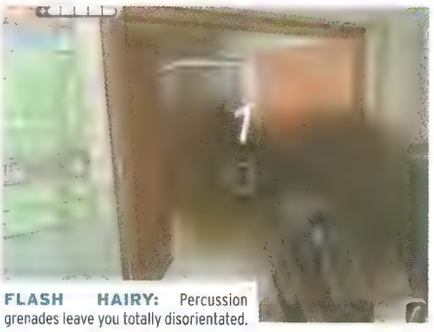
## DETAILS

- Smart voice-controlled AI teammates.
- 18 levels.
- 21 single-player missions to conquer.
- 10 separate co-operative missions.
- 10 deathmatch levels.
- Upgradable weapons and tons of ammo.

## INSIGHT

**Brit coders Argonaut, have been responsible for many titles over the years. They're probably best remembered by PSone owners for the oft-delayed but eventually good *Alien Resurrection*. They were also behind the recently canned rubbish platformer *Malice*.**

**ARRESTED DEVELOPMENT:** Kill too many terrorists and you'll fail.



**FLASH HAIRY:** Percussion grenades leave you totally disorientated.

**MATE KEEPER:** The co-op mode has you really looking out for each other.

Additionally, the route through the levels is very linear, which is a missed opportunity. Still, what *SWAT* does, it does well. Weapons are upgradable, providing, say, greater accuracy, better scopes, or more powerful ammo; and you've plenty more at your disposal. Open a door slightly with a tap of ⊗, lob a canister of CS in, and then wait for the gas to take effect before donning your gas mask, bursting in and mopping up. Genius.

Better still, a further 10 specially designed co-op levels are also included, plus 10 more for deathmatch, providing a more human aspect to the teamwork (or wholesale slaughter). All in all, it's a hefty package for your 35 nicker, and if you enjoyed *SOCOM*, and yearn for something new to fill the terrorist-shaped void in your life, this could be just the thing. **PSM2**

*SWAT's in shops at the end of the month*

## KORESH'S CHOICE

1. **CONFLICT: DESERT STORM 2** A brilliantly playable sequel that improves on the original.
2. **SOCOM: US NAVY SEALS** Solid single player, voice command features and online multiplayer make this a top shooter.
3. **SWAT: GLOBAL STRIKE TEAM** Doesn't quite match any of the above, but quality action all the same.

## PSM2 VERDICT

**GAMEPLAY**
+ Enjoyable squad-based action enhanced by clever AI
- Linear levels, and the first half of the game's far too easy.

**GRAPHICS**
+ Sharp, well detailed environments and characters.
- Doesn't quite have the visual flair of *Splinter Cell*.

**SOUND**
+ Convincing atmosphere throughout.
- Lack of earpiece chatter (done so well in *SOCOM*)

**LIFESPAN**
+ Co-op and deathmatch are great additions.
- Linearity means you're reluctant to replay single player levels.

**OVERALL**
**Solid squad-based action, and good team mate interaction. Even without a headset, it's still good fun, and the co-op rocks.**

**82**

TALKATIVE

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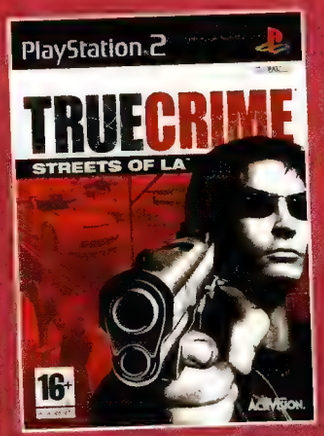
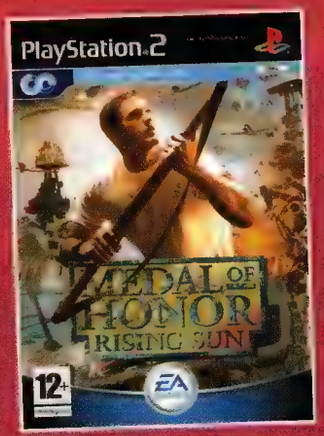



**True Crime** PS2
Streets Of LA
Released 7th November 2003

**Lord Of The Rings** PS2
The Return Of The King
Released 14th November 2003




**Medal Of Honor** PS2
Rising Sun
Released 28th November 2003

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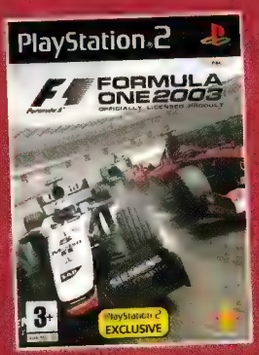


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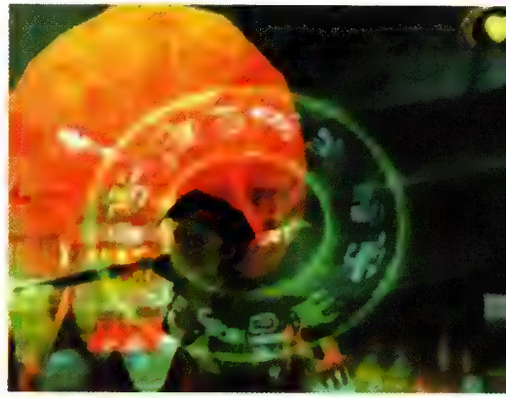
OUT UK 14TH NOVEMBER

**INFO**

- **CODE TESTED** UK (PAL)
- **DEVELOPER** Ubi Soft
- **PUBLISHER** Ubi Soft
- **GAME TYPE** Action Adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 player, DualShock 2, Memory Card.

**DETAILS**

- 88 Pearls to collect.
- More than 100 animals to snap.
- Wipeout-style racing levels.
- Two weapons - the Aikido stick and disc-launching camera.
- Interaction with NPCs, and limited AI-assisted cooperative play.



**STICK IT GOOD:** Once Pigsy's launched enemies skyward, you've got a short time to thwack them at switches or walls. Magnifique!

**SHIELD'S THE ONE:** There's virtually no way to take out the stealth section's guards once they've spotted you - best run away, eh?

# BEYOND GOOD AND EVIL

## Un cochon avec la fusée charge? C'est Formidable! And *very* French.

**REVIEWER:** Joel Snape

**Let's get this straight - Beyond Good And Evil isn't actually a platform game. Well, it's got shops, cute characters, and...platforms, but you *can't jump* - or, more accurately, you only jump when you push the stick towards a hole, ledge or precipice that heroine Jade feels confident about tackling.**

It's a typically French approach in a game that's more Gallic than Asterix munching a garlic baguette. Everything about *BG&E's* 'quirky,' starting with your sidekick, a New York-slang blabbing pig wearing flatulence-powered rocket boots. The most outright platformy sections are sequences of two-way puzzles where you use your porcine homie's special bounce to unlock doors, stand on traps or catapult things up in the air, while Jade takes care of hitting things with her stick. This exploration itself isn't anything special, but it's kept fresh by the sheer amount of stuff you've got to think about. For instance, Jade earns spare cash by taking photos of animals. At first, this seems simple, but as you progress, it's clear that 'animals' means anything with lungs, from the flying fish at the docks to the giant reptile trying to eat you. Framing, zooming and snapping becomes second nature, whether you meet a humanoid cat at your local terrorist meeting or glimpse a glowing snake after you've turned off the lights in the mines. At the same time, each new area offers alternate ways to earn cash, from air hockey to *Wipeout*-style hovercraft racing. Soon enough, though, it turns out that even this is just a distraction from the main meat of the game, which revolves around bashing things with your magic stick and sneaking past Alpha section guards. Far from being annoying, this variety keeps you breathlessly trundling about between sections, always keen to pick up you next toy. It's assisted by some of the slickest, quickest loading you'll ever see - there's barely even a pause between the biggest of sections. If there's a sticking point, it's that it's occasionally *too* big - once you've got over the initially gawpworthy scenery, trekking between areas can feel like a chore. Also, the stealth sections - no joke - are tougher than *MGS*, feeling more like an elaborate who-goes-where puzzle than an actual creepathon.

Inventive, funny and massively ambitious, *BG&E* feels like an indie game even though it's been in production for the better part of four years. It'll probably bomb in the charts, but file it under La Femme Nikita - Francophile genius that you can claim to have known about ages before anyone else. Magnifique! PSM2

*BG&E commence à 14 Novembre. Et, yes.*

**"YOUR SIDEKICK IS A NEW YORK-SLANG BLABBING PIG WEARING ROCKET BOOTS"**

**INSIGHT**

Title sound familiar? That's because *BG&E* was originally the name of philosopher Friedrich Nietzsche's collection of ramblings about the self-destructive urge of Christianity, and the terrible dangers in the pursuit of philosophical or scientific truth. Zoiks. Take that *Haven*.

**CHIRAQ'S CHOICE**

1 **JAK 2**
Intimidatingly huge, but more endearing and a shade edgier, Jak rules the roost.

2 **BEYOND GOOD AND EVIL**
Charming, varied and French, it's a breath of fresh air to play.

3 **HAVEN**
Unlikeable beardy hippy takes on the world in an equally ambitious title that's slightly *too* sprawling for its own good.

**PSM2 VERDICT**

**GAMEPLAY**
+ Nice blend of chatter and battery.
- The stealth sections wear your patience a bit thin at times

**GRAPHICS**
+ Vast levels, stunning details and unique character designs.
- The framerate gets a bit sluggish at times.

**SOUND**
+ Hauntingly lovely music - it actually reminds us of Leon, a bit.
- The quips from your porky chum get a bit much after a while

**LIFESPAN**
+ Absolutely massive - hundreds of animals to snap.
- Nope, can't think of anything. Unless you hate it.

**OVERALL**
**A whopping great slice of adventure, curdled with innovation but free of the fromage that clutters up the likes of *Haven*.**

**82**

TRES BON

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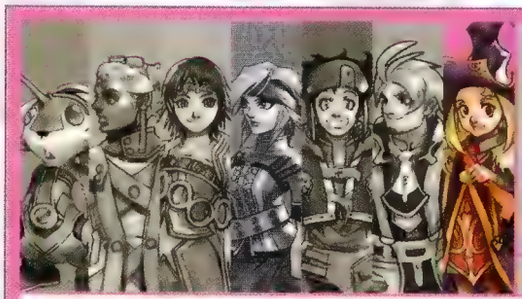

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# REVIEWS

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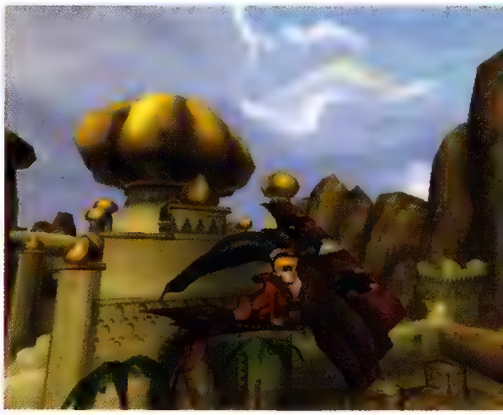
## INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Midway
- **PUBLISHER** Midway
- **GAME TYPE** Racing/Combat
- **PRICE** £29.99
- **ESSENTIALS** 1-2 Players, DualShock 2, Memory Card

## DETAILS

- 'Adventure', 'Race' and 'Dog Fight' game modes available.
- 15 playable characters with their own unique tale, plus several more to unlock.
- More than 90-minutes of cinematic cut-scenes.
- 12 exotic locales containing mini-games.

**BARON NIGHTS:** Keeping up with this airborne pack is essential if your to place high enough to unlock the next track.



**SOAR HEAD:** This might play like a kart racer, but the vertical element certainly gives you an edge when it comes to cutting corners.

# FREAKY FLYERS

A kart racing game so innovative it doesn't actually feature karts. And it ain't crap either...

**REVIEWER:** Stephen Daultrey

**Kart racing is 'so yesterday'. Who wants miniature go-karts squealing round pathetic courses when you can take to the skies in crazy bi-planes? And who wants to play as some fat plumber, when you can race as an amply-bosomed German dominatrix called Traci Torpedoes? Our point exactly, we scream, which is why we had such a riotous laugh playing *Freaky Flyers*...**

Freaky Flyers should be mauled for being so derivative. It features all the random power-ups, speed boosts and hazard-filled courses you'd expect from any generic kart racer, except you're not based on the ground, you're airborne. And the game handles all the more differently for it.

You begin the main 'Adventure' mode by selecting from a range of characters. The chisel-jawed Johnny Turbine is the 'American hero', while the gangster Paulie is for anyone hankering after old James Cagney movies. It doesn't matter who you choose, the game plays the same, with only the story-unfolding cut-scenes changing.

Racing is a case of gliding through spectacular environments such as crime torn Chicago and snake-infested jungles. To progress, you must finish third, and that's not as easy as it sounds. As well as using standard gun turrets, pilots can collect other bits 'n' pieces. Hovering air mines are ideal for deploying before 'speed rings', while blasting at surrounding trees with rockets can cause them to tumble onto a nearby competitor. Also present are police helicopters, swinging pendulums and a handy supply of missile launchers. Nifty action-oriented missions are there too.

The charm is in the send ups of various cartoons. This is essentially a pastiche of Hanna Barbera, with a '50s-style narrator commentating. Yet, despite its immediacy, *Freaky Flyers* is too shallow to grip you long term. Winning races tests your ability to evade obstacles and use power-ups, rather than your flying skill. Being shot down once is normally enough to ruin your chances of victory and, with a wimpy range of weapons you'll find yourself yawning at its simplicity. Two-player 'Dog Fights' plump up the excitement, but don't expect much beyond post-pub entertainment.

That said, we enjoyed this. It's mad and all you need now is a 'tache to twiddle or a pair of bunches to pull and it's chocks away! **PSM2**

*Sky high with Freaky Flyers right now.*

## INSIGHT

- Races also present you with various sub-challenges, from rescuing police chiefs to blasting mailbags on railway tracks. If you complete them, you'll find yourself opening up shortcuts and armed with the ability to carry more weapons. Which comes in quite handy, don'tcha think...?

**ICE VIEW:** Snow dusted forests are just one of the colourful cartoon environments on offer with this one.

**"TO PROGRESS YOU MUST FINISH THIRD, AND THAT'S NOT AS EASY AS IT SOUNDS"**

## DASTARDLY'S CHOICE

1. **FREAKY FLYERS** Wacky Races on wings. This is 'insane in the membrane', as Cypress Hill said...
2. **CELL DAMAGE OVERDRIVE** Chaotic cel-shaded thrills, made all the more attractive by its £10 price-tag.
3. **LOONEY TUNES SPACE RACE** This looks nice, but is hampered by the fact that winning races is more dependent on luck than skill.

## PSM2 VERDICT

**GAMEPLAY**
+ Frantic, fun and instantly alluring.
- Rather thin, even with the combat missions.

**GRAPHICS**
+ All the glamour of a Looney Tunes spin-off.
- Slow with simple backdrops .

**SOUND**
+ Hilarious narration and voice-acting.
- Clichéd sound FX.

**LIFESPAN**
+ Instantly addictive with lots to unlock.
- The racing becomes tiresome quickly.

**OVERALL**
**Possibly the most exciting and charismatic PS2 kart racer ever, except it's not actually a kart racer at all. But hey, who cares? We like.**

**77**

**FLYIN'**

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**INFO**

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Capcom
- **PUBLISHER** Capcom
- **GAME TYPE** Adventure
- **PRICE** 39.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card

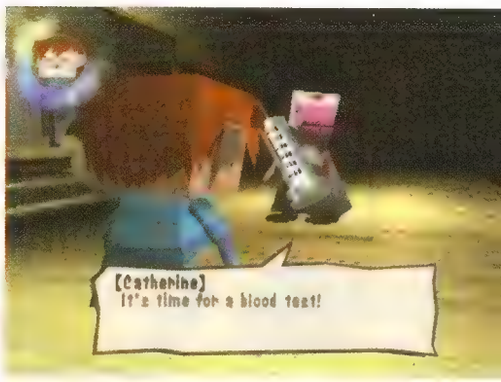
PlayStation 2

GREGORY HORROR SHOW

**DETAILS**

- 12 unsuspecting weirdos need their souls nicking for Satanic purposes.
- One gaming mode, one player, one character, one main location, one overall objective... Noticing a trend yet?

OUT UK 21ST NOVEMBER




**NEEDLE EXCHANGE:** Is that an enormous hypodermic, or are you just pleased to... Nurse! NURSE! Oh, you are the nurse.

**POND LIFE:** The key to getting hold of all the souls is to use the timed routines of all the hotel residents against them.

# GREGORY HORROR SHOW: SOUL COLLECTOR

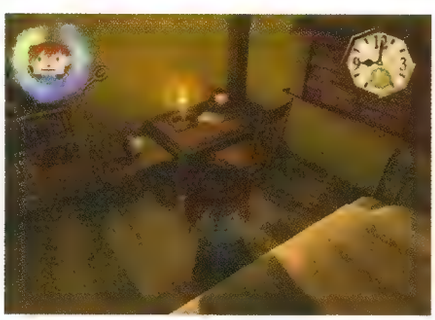
## No, not Gregory's Girl 2; it's even weirder than a girl who's good at footie...

**REVIEWER:** Lee Hart

**Remember the classic '80s kids show Trap Door? A freakish but frequently inspired claymation series set in a spooky abode where a trap door led to a world of dingy madness? Well, imagine that Trap Door was directed by Tim Burton and he brought all his Nightmare Before Christmas-style visual trademarks to the party and you'll have *Gregory Horror Show* – a cartoon spookathon aimed at the younger end of the market, but quirky enough to appeal to the more wrinkly gamers out there.**

The game begins with you lost in a forest, unsure of how and why you're there. Noticing the light from a nearby hotel, you decide to take shelter for the night and are greeted by the owner, an old mouse named Gregory, who leads you to your room with a crafty grin. That night you're visited in a dream by Death, who tells you that the only way you can leave the hotel is by collecting a dozen soul fragments from various guests and delivering them to him in your sleep. And that's when things start getting really weird...

Here's how you get hold of one of the souls. Catherine, a pink lizard-thing in a nurse's uniform (armed with a huge syringe) knows what you're after and legs it every time she sees you. After a quick chat with mischievous young mouse, James, you learn how to fox her. So, it's off to the kitchen to find a banana skin then track down Cath, lob it in her path and chuckle as she slips on her big pink ass, leaving you to scarper with the soul. Job's a good 'un. Course, when Catherine regains consciousness she's the other side of happy and every time you encounter her for the remainder of the game she'll try and take a blood sample with that big bugger of a syringe. Ooyah!



**BEDTIME BEDLAM:** Life is tiring as Satan's imp. Time for a bifta and a nap as our pentagon-headed protagonist feels the strain.

**INSIGHT**

- Your survival is all down to mental well-being. Get cornered by too many angry guests and you'll slip into confusion and darkness. Keep yourself chipper with plenty of sleep, reading and herb intake and you'll be as right as a square headed soul collecting thing.

There isn't a great deal to *Gregory Horror Show*. You talk to guests and peek into rooms to learn the methods required to pinch the soul fragments. The game holds your hand throughout, and this is our only major problem. For all its imagination, atmosphere and originality, *Gregory Horror Show* lacks any real challenge. Unless your curiosity is really piqued and you feel compelled to get to the bottom of this strange tale, you may just find yourself clock watching. **PSM2**

*The hotel opens its doors in a month's time.*

**FREDDY'S CHOICE**

1. **ONIMUSHA 2** Horror goes medieval on your ass. Samurai, demons, unusual hair. Mwa-ha-ha-ha!
2. **RESIDENT EVIL CODE: VERONICA X** Horror comes homey on your ass. Zombies, cross-dressing, Di Caprio look-alikes...
3. **GREGORY HORROR SHOW** Horror goes all kid-friendly stroke acid-casualty on your ass. Simon says, "Collect those souls".

**PSM2 VERDICT**

**GAMEPLAY**
+ Unique mix of observation, puzzle-solving and scarpering.
- Not exactly thrill-a-minute stuff.

**GRAPHICS**
+ Superbly atmospheric and stylised cartoon world.
- Backgrounds can be dreary.

**SOUND**
+ Ace B-movie-esque voices, music and effects.
- Are those silences eerie or just lazy?

**LIFESPAN**
+ 12 souls to collect. 12 varied challenges.
- Fairly short-lived and easy to beat. Erk.

**OVERALL**
**Freaky-deaky, Tim Burton-esque comedy horror madness. Top marks for visual style, but the gameplay ultimately lacks bite.**

**70**

**GREGARIOUS**

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**INFO**

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Big Ben
- **PUBLISHER** Big Ben
- **GAME TYPE** Bemani
- **PRICE** £29.99
- **ESSENTIALS** 1-2 Players, DualShock 2, Memory card

PlayStation.2

**DETAILS**

- 30 chart pop tunes to help you on your way.
- Dance UK Dance Mat compatible.
- Three difficulty levels to work through.
- Competitive head-to-head mode.
- Aerobics mode and calorie counter to help you work up a sweat.

OUT UK now

**PRANCIN' IN THE STREETS:** If you can keep up with this on your feet, we'll send the Hollyoaks girls round for a bop.

**LAME ACADEMY:** You have to switch to the joypad to make any headway in *Dance UK*, but that just makes it tooooo easy.

# DANCE: UK

## Dance? We nearly died. And for once, it wasn't out of embarrassment.

**REVIEWER:** Alex Bickham

**Down at the disco, bumpa-de-bumpa, wait a minute, where's me jumper? An item of clothing you certainly won't need for *Dance UK*. A workout it promises, and a workout it delivers. Designed in conjunction with the official *Dance UK* mat (sold separately, also from Big Ben interactive) this is perhaps the most demanding of bemani games.**

**DROP IDOL:** The basic graphics don't even provide something pretty to stare at while your feet go numb... Then drop off.

Not because the moves come thick and fast (which they do). Not because your sense of timing is tested to the utmost (which it is). It's because there are not four, but eight directional markers on the mat, and *Dance UK* asks you to use every single one of them.

Short of surgically enhancing your body with a couple of fancy new legs, this is an extremely demanding game. Attempting to keep up with four directions is enough for most of us, but eight is just way too much. Even on the easiest levels, we found ourselves jiggling like glue-fuelled bonobo chimps as we tried to hit the combos. It's exhausting, demanding, and not a little frustrating. Now we don't profess to be the most energetic, frenetic or co-ordinated individuals on the face of the Earth. But we reckon that *Dance UK* will be too much for most people.

So what's the answer? Switch to the joypad, of course. The four directions are easy enough to cope with for our DualShock-shaped claws, and the diagonals are mirrored by the ⊗, □, ○ and △ buttons. However, all you need to do is press them all at once to activate any one; a saucy activity that, surprisingly, you're not penalised for. It does make things a lot easier though.

**INSIGHT**

There's an Aerobics mode in Dance UK, making the whole shebang perfect for exercise. But did you know that young mothers make up a good portion of the bemani demographic? You do now.

30 recent-ish chart pop tunes from the likes of Run DMC and Sophie Ellis Bextor should keep the rug warm for an evening or two. And if warbling rather than jiggling is more your bag, you can plug the microphone headset (again supplied by Big Ben) into your PS2 and karaoke along while either you, or a mate, dances. *Dance UK* has a lot going for it, to be sure. But it's still near-impossibly demanding with a mat, and that's a real disappointment. **PSM2**

*Dance UK is putting its leg warmers on now.*

**NORMSKI'S CHOICE**

1. **DANCING STAGE MEGAMIX** Get a mat and bop till you God damn drop. The best bemani of the lot.
2. **DANCE UK** Dance-tastic, but too much on the old plates. School disco this ain't. Ouch!
3. **BRITNEY'S DANCE BEAT** Too hard for the kids, too dull for the rest of us. Baby one more time? Sadly, we don't think so.

**PSM2 VERDICT**

**GAMEPLAY**
+ Demanding and involved.
- Tough stuff. One of the most demanding bemani games.

**GRAPHICS**
+ At least they're colourful.
- Basic at best

**SOUND**
+ Smashing. 30 songs makes for quite a bit of variety
- Come on though? Sophie Ellis-Bextor?!?

**LIFESPAN**
+ If you're hyperactive, you might just make it through the night.
- It's a lively club scene, but you'll tire before kicking out.

**OVERALL**
**With eight directional commands, it's too much of a challenge. And with a joypad, it just ain't right. Some great pop choons, though.**

**67**

**DEMANDING**

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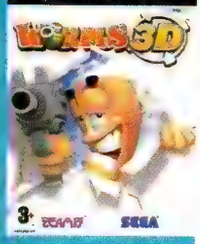
**INFO**

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Team 17
- **PUBLISHER** Sega
- **GAME TYPE** Strategy
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Players, Memory Card, DualSnock 2

PlayStation 2




**DETAILS**

- Singleplayer campaign and challenge modes, plus four-player action.
- Wormapedia tutorial.
- Create your own team.
- An arsenal of 50 weapons and tools.
- New first-person perspective.
- Cheesetastic music.

OUT UK now

# WORMS 3D

## What's that? A squadron of kamikaze, bazooka-toting worms on the loose? Don't tell Titchmarsh!

**REVIEWER:** Lee Hart

**The third dimension, eh? Whose bright idea was that? Take 3D movies for example, a pair of cheap red and green-lensed cardboard specs perched on your nose. There you are slumped in a half-derelict cinema while a knife comes looming out at you from the screen during the show-stopping scene of a trashy horror flick you only went to see 'cos you got the glasses free in a box of Frosties. But, while the third dimension is a disaster in every other walk of life, when it comes to videogames it just seems to work – and it doesn't work half-bad in *Worms 3D*.**

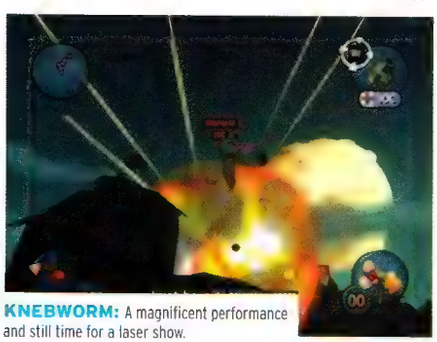
For those of you who've never had a dose of *Worms*, here's the deal. It's a team-based strategy series where you command a squad of cheeky invertebrates in a battle to destroy the opposing wormies before they do the same to you. Taking it in turns, you choose an opponent to attack and – depending on the distance between you – either unleash a weapon on his slimy ass (shotgun, grenade, exploding sheep) or negotiate the environment using anything from a bungee cord to a ninja rope. You then land next to your victim and give it large with a baseball bat, pneumatic drill, whatever. Fantastic, hilarious fun in multiplayer, less appealing on your lonesome, the series has barely changed since its first appearance almost a decade ago. Except for the introduction of the whole 3D thing, of course.

*Worms*' big shuffle into the extra dimension really doesn't have that much affect on the classic gameplay. Purists are bound to moan about the odd glitch in the environments (you will occasionally get stuck in a random block of scenery or plummet to your doom from a seemingly solid platform) and go on about how things were so much better when 'all this were flat'. But the rest of us can just move along with the times. We'll enjoy the extra sense of interaction and challenge the 3D environments provides and revel in the fact that we can now slip into the first-person perspective for some cracking long-range, worm-sniping encounters. Fact is, *Worms* has always been one of the most entertaining multiplayer games out there and, however much certain things change, some things stay the same. **PSM2**

Worms 3D is its way wriggling to you now.

**INSIGHT**

Because they're hermaphrodites with both male and female organs, when worms reproduce they go at it hammer and tongues in a full-on four-orifice sex boogie. Don't expect this to appear as a hidden attack in the game anytime soon.



**KNEBWORM:** A magnificent performance and still time for a laser show.

**NEMA THROWED:** Use the jet pack to go hand-to-tail with far away enemies.

## ALAN'S CHOICE

1. **WORMS 3D** Old skool carnage brought convincingly into the 3D world of PS2. We're lovin' this.
2. **SUPER FARM** Farmhouse frenzy with this very French smack-em-up. Pity about all the poo, though.
3. **DYNASTY TACTICS** In keeping with the cartoon combat theme, but a lot more of a puzzler than out-and-out blast.

## PSM2 VERDICT

**GAMEPLAY**
+ Addictive worm slaughtering fun for all the family
- The priceless Ming vase has been removed. Shame.

**GRAPHICS**
+ Bright, brash, appealing cartoon feel. Ace animation.
- The environments are a touch blocky and PSone-ish.

**SOUND**
+ Super-cheesy menu music and comedy effects
- The sheep 'Baaaah' could do with some work.

**LIFESPAN**
+ You'll never tire of multiplayer worm-offs.
- The game loses some of its charm in single-player.

**OVERALL**
**Worms goes 3D but the gameplay keeps it real. Classic comedy/strategy stuff and one of PS2's very best multiplayers.**

**80**

WIGGLY GOOD

**GIVE ME AN INCH, WORM:** The physics model is still the same with big explosions throwing the target for miles.

**WORMWOOD SCRUBS:** Don your black cap (or your gimp mask) and give 'em the death sentence – blow up sheep stylee.

**KUNG FLEW:** Wind direction and speed mean nothing when you choose the red headband and get in real close. Have that wiggles!

OUT UK NOW

# SUPER FARM

## Just like George Orwell's Animal Farm, only with less communist allegory and more pigs in tights.

**Consider: this is a game where a typical level involves hurling lumps of cowdung at farm animals wearing Superhero outfits in a bid to be the character who takes the most innocent kittens to a fat hen in a Baywatch costume with diarrhoea *so that she can use them as toilet paper*.** And here's the thing: *however insane that sounds*, it isn't a fifth as crazy as the person who decided that what PS2 really needs is a *Powerstone* rip-off based on pigs and rabbits flinging shit at each other.

**ANIMAL ATTRACTION:** Aside from shovel and dung carnage, blowing things up is also part of the fun down on *Super Farm*.

**INFO**

- **DEVELOPER** Asobo Studios
- **PUBLISHER** Ignition
- **GAME TYPE** Beat-em-Up
- **PRICE** £24.99

**DETAILS**

- 16 compact levels including farm, ice and motorway worlds.
- 10 animals.
- Four hidden levels.
- Six hidden characters.

Having said all that, though, *Super Farm* isn't that bad at all really. The central game's like a sort of speeded up rock-paper-scissors mad Tex-Avery-style cartoon: shovel knocks back cowdung, anvil beats shovel, umbrella beats anvil, bomb beats practically everything – with bouts being a ridiculous tug of war to collect your opponents' teeth. No, really. The graphics set the tone sharply with their delightful cartoon manner, and the backdrops are nothing short of excellent – packed with shortcuts, hiding places and power-ups left teasingly over mischievously placed booby-traps.

The thing is, though, you'll complete the main section in a swift couple of hours. And if you've got four mates who'd rather play a silly game about cartoon farm animals and poo, rather than get involved with *TimeSplitters* or *Def Jam Vendetta*, then you'd probably be just as happy watching Jackass the movie together again. **PSM2**

*Super Farm* is flinging its way to you now

**OVERALL**
**The best *Powerstone* 'homage'. If this is the best four-player game you have, the party isn't going to be at your house...**

**60**

**ANIMAL**

**ANIMAL CRACKERS:** We've rarely seen a game that's so insanely mad as this. Honest.

**CREATURE CONFRONTS:** Grab the spade power-up and you'll go into a Taz-like spin.

**FOWL PLAY:** Victory is all about keeping up a relentless barrage of attacks.

OUT UK NOW

# GLADIUS

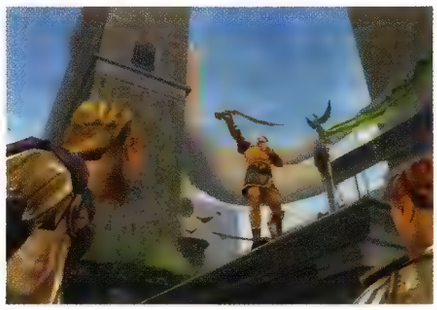
## Featuring Jet, Lightning and some rusty atlaspheres... Oh, sorry, not that kind of gladiator.

**Hack! Um, wait a minute. Gouge! Okay, okay... Stab! No, this isn't working at all. On the face of it, the idea of a gladiatorial game's fantastic. Even when you sling the phrase 'turn-based' into the pitch, it's still a pretty appealing concept. But somehow, *Gladius* still ends up getting thrown to the lions.**

It's hard to pin down exactly what's wrong with *Gladius*. Maybe it's just that the combat system seems shallow in comparison to *Final Fantasy*'s – it's pretty standard stuff, except that the defining factor in victory seems to be whether you're standing on a box or not. There's a golf-style swingometer to determine whether you get a critical hit in standard attacks, and an impressing-the-crowd dynamic that (somehow) governs when you get extra moves, but that's represented by... An audible roar? An animation? Well, no, an unimaginative purple bar on the screen. Tchah.

The school system isn't exactly helpful or entertaining either. Turgid graphics, reams of uninspiring text and acres of numbers replace what should have been a fondly imaged recruitment drive with Ollie Reed. Keeping your men kitted out feels like a tedious exercise in middle-management. Where's Russell Crowe when you need him, eh? *Gladius*? Glad-it's-over, more like. **PSM2**

*Gladius* is in the game arena now.



**MAXIMUS OVERDRIVE:** Things do liven up a bit once you increase the size of your fighting stable, but not by much.

**INFO**

- **DEVELOPER** Lucasarts
- **PUBLISHER** Activision
- **GAME TYPE** RPG
- **PRICE** £39.99

**DETAILS**

- Two parallel stories of Ursula and Valens.
- 3000 horses to pick.
- 16 character classes to choose from.

**OVERALL**
**Think of everything that's great about Spartacus then forget it. This is just a bad football management game with people in leather skirts.**

**52**

**THUMBS DOWN**

**SLAY SCHOOL:** Our fear that this would be heavily centred around the arenas has been completely borne out.

**CONAN KEETING:** Take the linear paths to the Empire's outer reaches and you can pick up some battletastic barbarians.

**INFO**

- **CODE TESTED** Pal (UK)
- **DEVELOPER** Insomniac Games
- **PUBLISHER** Sony
- **GAME TYPE** Platform adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 player, DualShock 2, Memory card

PlayStation 2

**DETAILS**

- 20 new weapons to acquire and upgrade.
- New gadgets including hover skates and a swoopy hang glider.
- 20 levels and a game that's 50% bigger in size over the original.
- Three types of maxi game: hoverbike racing, gladiatorial duels and intergalactic spaceship

OUT UK NOVEMBER

# RATCHET & CLANK 2: LOCKED AND LOADED

All tooled up and places to go. It's business as usual for the intrepid twosome. Hit the road, Jak...

**REVIEWER:** Nick Ellis

**STARSKY AND DUTCH:** This stunning vista shows off the Canal City.

**Without question one of the finest titles of last year, the original *Ratchet & Clank* was a hefty punch to the solar plexus of gaming. It was the endearing tale of Ratchet, an adventure-seeking mechanic with huge furry ears and a spring in his step, and his pint-sized robot sidekick Clank. And together they traversed the galaxy finding trouble at every turn.**

The game took the breath away with its vast, beautiful sci-fi landscapes, its bonkers collection of weapons and gadgets and a narrative that was funny and engaging. We loved it unconditionally around these parts and Jonnie still goes to bed wearing his *R&C* branded pyjamas. And we love the sequel too, but not quite with the same level of passion.

The duo's second coming is everything the first game was and in most respects more. But rather than delivering a metaphorical punch in the guts, *R&C2* snuggles up close on the sofa and gives you a hug. It takes around 30 seconds of playing to realise what's on offer is essentially more of the same. It's almost like one of those expansion packs so beloved by the PC gaming crowd, albeit a bloody big one. For the most part the game has you jetting from planet to planet, scurrying around each intricately detailed world disposing evil hordes with a backpack full of kit that puts the ordnance in those po-faced Tom Clancy games to shame. Menus, moves, motivations, structure – they're all the same as last year. But there are several new additions that have helped to win our affections once more.

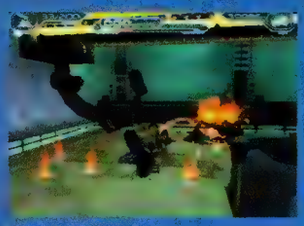
## "THE SCALE IS EPIC, THE VISUALS DELIGHTFUL... THE GAMEPLAY SECOND TO NONE"

## BLAST ACTION HEROES

Call us bloodthirsty old warmongers but we reckon that the principal reason for playing *R&C 2* is to stuff your inventory full of the all-new weird and wonderful weapons. There are 20 in total, including some from the first game, and that number is effectively doubled because you can earn upgrades for each weapon by wasting lots of bad guys. Here are a few of our favourites in action so you can see what we're on about...

**NUKES OF HAZZARD:** The Mini Nuke knocks off multiple enemies with a single blast.

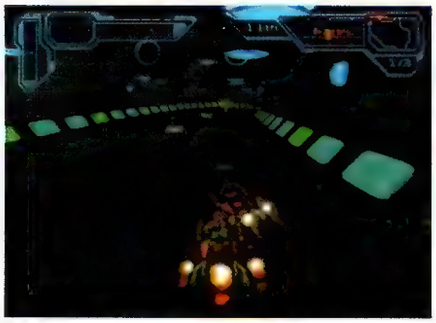
**SENTRY FRIED:** The Mini Turret - lob into a danger zone and watch it do the work for you.



**LAVA LAMPED:** With a very dodgy bladder complaint, pissing molten lava is the way forward.

**BAA-D BOYS:** This time you can go wild and turn your foe furry with the Sheepinator. Baaaaa!

**BOT TO MISS IN:** Giant Clank is back and he's up for a *War Of The Monsters* style scrap.



**IN POD WE TRUST:** Hoverbike races are fast and furious and not too dissimilar to the likes of *Wipeout*.

**NAN SHALL PASS:** As you notch up more enemy kills your maximum health, or Nanotech, increases.

**VEND IT LIKE BECKHAM:** New bits of kit are vital for completing the tougher challenges.

## "THE DUO'S SECOND COMING IS EVERY-THING THE FIRST GAME WAS AND MORE"

The real hook of the previous game was the never-ending quest to acquire new weapons and gadgets. You get one ridiculous weapon – the Suck Cannon, say – play around with it for a level or two then desperately try and earn enough nuts and bolts (the game's currency) to purchase the next item on the list. Again this is the same for number two, but there are several new ways of earning cash that developers Insomniac are calling 'maxi-games'. You can compete in a series of Hover Bike races (think Pod Racing antics). You can enter gladiatorial arenas and scrap it out with a succession of meaty opponents. Best of all, though, you can fly through space in your little fighter craft and engage in dogfights.

These space battles come in different stages of toughness and bring to mind the *Star Wars Starfighter* games. They're fun, add a welcome distraction from the main event and you can earn a heap of bolts while you're tackling them – bolts that can then be used to buy one of the alluring new weapons from the local shop. You can also upgrade your spaceship. The racing and fighting games are similarly entertaining and there are a series of challenges with rising difficulty levels.

Then there's the new weapon and character upgrades. The more you use a particular destructive device, the more powerful it becomes. Eventually it will transform into something new and exciting. The current favourite is the Mini Nuke, starting out life as a Gravity Bomb before becoming a proper weapon that would have the coalition down on you faster than you can say 'Bin Laden ate my DualShock'. Likewise, Ratchet becomes tougher the more enemies he kills, his health bar extending in RPG fashion. These upgrades require little effort; just keep playing and it'll happen.

It's all good, provided you're not expecting some *Jak2* reinvention. The scale is epic, the visuals delightful, the enemies varied, the gameplay second to none. Weapons and equipment can't be overstated. Distressingly though, the plot isn't up to much. The cut-scenes are amusing but frequently incoherent and the storyline fails to capture the imagination as that of the first game. But you'll probably be too busy nuking malicious alien scum to notice. **PSM2**

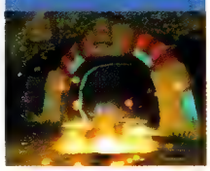
*Ratchet & Clank 2 will be firing on all cylinders in November*

### INSIGHT

The processing unit that powers Clank is roughly 100x more powerful than the Pentium 5 chip and was developed by an old man called Wesley in a beach hut on the Cornish coast. And that's a fact.

### IMPACT POINT

You still can't beat getting hold of a new weapon and trying it out for the first time. This Spider Bomb is remote controlled, allowing you to attack from afar. Fang-tastic.



**FLIGHT SLEEPER:** The *Space Invaders* levels are top notch and have kept us up playing until the wee hours.

### RATCHET'S CHOICE

1 **JAK2: RENEGADE**
Jonnie says it's the best game that he's ever played and that's all the recommendation you need.

2 **RATCHET & CLANK 2**
Brimming over with quality. Definitely Bollinger.

3 **MAXIMO**
A knight clad in boxer shorts battles the undead in this old-fashioned sword and sorcery platformer.

### PSM2 VERDICT

**GAMEPLAY**
+ This is so rich in variety it's almost criminal
- We've seen most of it before in the original game.

**GRAPHICS**
+ A sumptuous array of worlds and expressive characters.
- The vivid environments could cause retinal meltdown.

**SOUND**
+ An adrenaline pumping score and great explosions.
- The storyline feels rushed and hence the dialogue suffers.

**LIFESPAN**
+ Epic main quest and opportunities to return to previous levels
- Haven't we played this somewhere before?.

**OVERALL**
***Ratchet & Clank 2* oozes the same rare quality of its predecessor, and every element of the game is superbly executed. Go on, play it.**

**85**

**GALACTIC!**

**INFO**

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Radical
- **PUBLISHER** Vivendi
- **GAME TYPE** Driving
- **PRICE** £39.99
- **ESSENTIALS** DualShock 2, Memory Card

**DETAILS**

- Five playable Simpsons characters.
- 56 missions.
- Seven levels set across Springfield.
- Story and dialogue by the show's writers.
- Original cast voices.
- 40 vehicles.
- Four-way multiplayer races and duels.

**OUT UK** 7TH NOVEMBER

# THE SIMPSONS HIT & RUN

## A decent Simpsons game?! What next? An *Army Men* chat topper?

**REVIEWER:** Lee Hart

**Being cynical about Simpsons games is so simple because they are entirely cynical themselves. They're a soulless money making exercise that use the same formula – take the template from a successful game (*Crazy Taxi*, *Tony Hawk's*), toss in the Simpsons family and scatter a few Duffs/'eat-my-shorts' over the proceedings, and bingo! One big dangling target for all your vitriol. Kicking them in is like the critical equivalent of lighting a barbecue under David Blaine.**

So imagine our surprise on discovering that *Hit & Run* is a 'good' Simpsons game. A *good* Simpsons game! *Hit & Run* does use the usual formula of aping an existing game and the name that springs to mind is *GTA*. Dubbing it *GTA: Simpsons* is convenient, but it falsely raises expectations. Springfield might be free to explore but it doesn't offer up *Vice City* opportunity. The game it has most in common with is *The Italian Job* as the majority of the missions are car based.

Start as Homer as he tries to solve the mystery of CCTV cameras appearing all over the town. He does this by driving places to a time limit, borrowing a snow plough from Barney and racing against Smithers, mixed in with some basic driving. The adventure continues with other members of the family set around other parts of Springfield, still with the driving, but this rarely becomes a chore as the handling is surprisingly bouncy and there are loads of shortcuts for the intrepid to uncover.

The one big difference between *Hit & Run* and *The Italian Job* is that while the latter is completely devoid of character, the former has all the Springfield occupants to call upon. You get to go to Moe's, you get chased by Chief Wiggum, hell, you even get to buy car from Gil which is a genuine heart-warming moment. And this is why *Hit & Run* works because they've made a game that compliments the TV show. Rather than throwing irrelevant things like skateboarding and wrestling at the license, we're finally getting near what we want. An interactive Springfield in which we can have fun.

It's not as funny as the show, but you can't expect a game to have that amount of scope. And at least you don't have to sell your soul to the corporate devil while you play it. **PSM2**

**"IMAGINE OUR SURPRISE ON DISCOVERING *HIT AND RUN* IS A GOOD SIMPSONS GAME"**

**INSIGHT**

When Maggie is scanned at the supermarket in the titles, the price is $847.63, the cost of bringing up a baby.

**BART WARS:** The cars handle surprisingly well and, with plenty of vehicles to smash up, boredom should stay in a galaxy far, far away.

**D'OH!-RAY-ME:** Start the game with Homer, zipping across town, before moving onto Marge, Bart and Lisa.

**HOMER'S ODYSSEY:** The rest of the family is merely window dressing. We're here for Homer. In his pants. D'oh!

**GIL'S CHOICE**

1. **GTA: VICE CITY** Still the champ when it comes to scale, style and opportunity. Endlessly playable.
2. **THE SIMPSONS: HIT AND RUN** Surprisingly playable and entertaining Springfield effort. Simple but effective.
3. **THE ITALIAN JOB** A real charisma black hole. Sturdy car handling but bereft of any character.

**PSM2 VERDICT**

**GAMEPLAY**
+ It's mainly driving, but the game has an addictive momentum
- You don't really feel you have the freedom of the city

**GRAPHICS**
+ Springfield is bursting with the expected life and colour.
- Why not try a more 2D cell shaded approach?

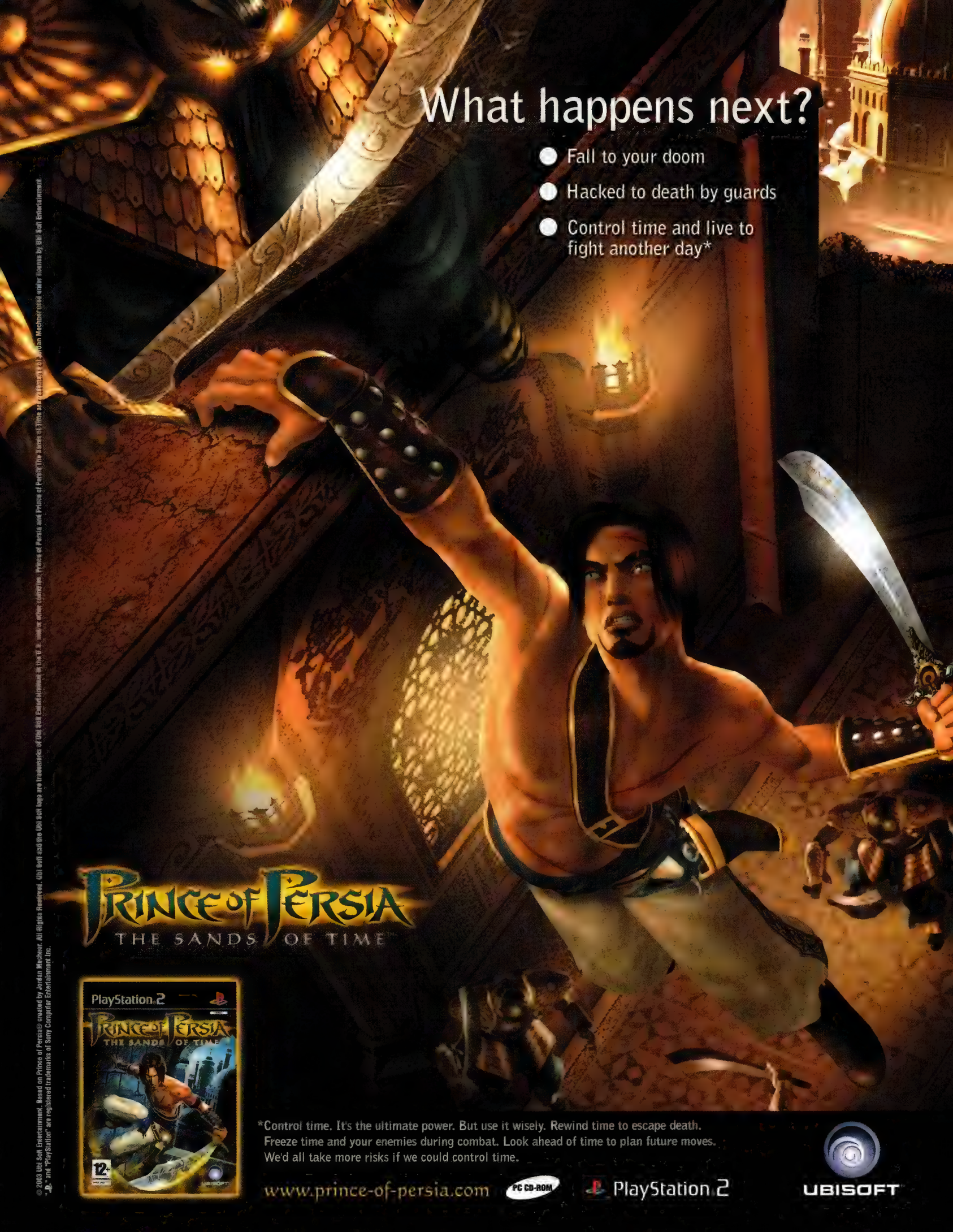
**SOUND**
+ The music is top and all the voices are spot on
- There's only so many times you can hear the same quip

**LIFESPAN**
+ Plenty to attempt if you want to complete it 100%.
- There isn't the gameplay variety you might expect.

**OVERALL**
**Finally a Simpsons game that's worth playing. Not that innovative but one that finally captures some of the spirit of the show.**

**77**

MMMM, DRIVING


What happens next?
Fall to your doom
Hacked to death by guards
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**INFO**

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Square Enix
- **PUBLISHER** Atari
- **GAME TYPE** Role-playing game
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

**DETAILS**

- Seven selectable characters and stories to follow.
- Collector's Edition includes prologue to *Final Fantasy 10-2*.
- 'Sketch Motion' system of animation – read pretty cartoons.

**FLAT MIRTH:** Despite the so-called 'Sketch Motion' animation, the graphics appear as flat as a witch's... Steady!

**TO DIDO FOR:** All the *FF10-2* trailer serves to do is highlight just how poor the graphics are with this title.

**OUT UK** OCTOBER

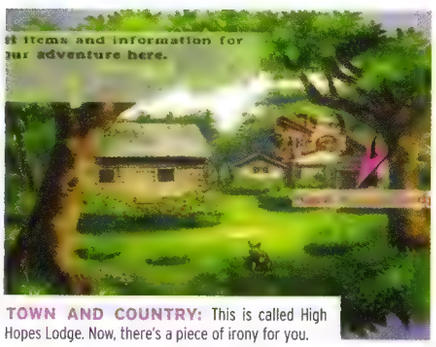
# UNLIMITED SAGA

*Unlimited SaGa* is unlimited in the same way that *Final Fantasy* is final. So, not at all really...

**REVIEWER:** Tom Mayo

**When Square merged with Enix, you could almost hear the gussets of fans worldwide moistening. The creators of the two biggest Japanese RPG series (*Final Fantasy* and *Dragon Quest*), pooling their talents and resources – surely they'd be unstoppable?**

The first minutes of *Unlimited SaGa* are encouraging. An intro sequence with an excellent score, signature *SaGa* hand-drawn animation, and an option to play a *FF 10-2* preview. It's the first of the series to get a PAL release, and a chance to see what we've been missing. It's also one of the worst RPGs we've ever played.




**TOWN AND COUNTRY:** This is called High Hopes Lodge. Now, there's a piece of irony for you.

**INSIGHT**

- There have been three *Romancing SaGas*, and two *SaGa Frontiers*, all possessing a distinctive hand-drawn style and idiosyncratic gameplay. Unfortunately, this is the first one to be released in the UK, so we're thrown headlong into the unknown.

## ASTONISHINGLY, UNLIMITED SAGA JUST LOOKS LIKE A VERY PRETTY PSONE GAME WE'RE NOT ANGRY, WE'RE DISAPPOINTED

You begin by choosing one of seven characters – a fortune teller, reformed pirate,a knight with a cursed gauntlet, and so on. Each story follows a distinct path but it doesn't take long to realise that the illustrated backdrops with static character portraits and speech balloons are as complex as the graphics get.

Astonishingly, it just looks like a very pretty PSOne game. The towns consist of a single painted backdrop with a few options; shop, missions and locals to talk to. But just wait until you set out on your so-called adventure...

The world map is nothing more than a glorified board game. A environment through which your figure hops from square to square, finding monsters, traps, and treasure. There still hasn't been even a passing attempt to simulate a third dimension. And then you enter a battle.

Combat is turn-based, and uses the Reel system, which is like a slot machine. After choosing a number of attacks, based on the weapons you have equipped, you have the chance to stop each reel at the right spot, forming a combo. Get the timing wrong, and the combo is interrupted. You learn new skills by combining attacks in new ways, but success depends almost entirely on reflexes – not something you expect from an RPG. It doesn't even matter if your hit points sink to zero. After they've gone, you start running out of life points, or LP, and that's when it's game over. Why are there two measures of health? Hey, at least the camera swings around a bit during the battles – woo-hoo! 3D!

The graphics, awkward battle system, simplistic towns and world map – any of these could be forgiven if the rest came up to the standards we expect, nay demand from Square Enix. We're not angry, we're disappointed. **PSM2**

*Unlimited Saga* is out in October

**JACKSON'S CHOICE**

1. **FINAL FANTASY 10** Not the best *Final Fantasy* ever, but still the daddy on PS2. Staggeringly deep and totally beautiful.
2. **KINGDOM HEARTS** Don't let the Disney characters put you off – this is an impeccably designed role playing game.
3. **UNLIMITED SAGA** What went wrong, Square Enix? Really this shouldn't even make the top ten, let alone top three.

**PSM2 VERDICT**

**GAMEPLAY**
+ OK, there must be something .. Hmm .
- No, not really. It's a pig of a game to play

**GRAPHICS**
+ Well, the 2D bits are nice enough
- Turns out there aren't any 3D bits.

**SOUND**
+ Beautiful orchestration and score.
- Not enough decent voice acting.

**LIFESPAN**
+ Potentially seven stories to explore
- All of which are confusing, dull, and awkward.

**OVERALL**
**If there's an RPG that only the real hardcore can enjoy, this is it. We'd rather eat our own eyes but a some of you may get a bit of value.**

**41**

**UNLIKELY**

OUT UK NOVEMBER

# NBA LIVE 2004

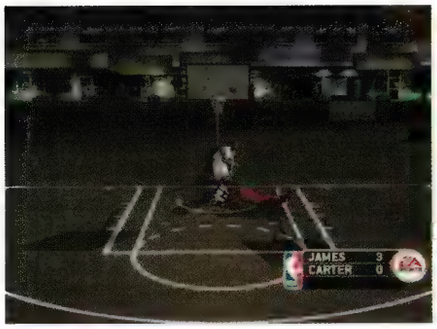
## It's the return of the sim that's so buff and tight you could bounce pennies off its ass.

**As EA are proving with the new *FIFA* game, they have a vociferous appetite for innovation. Where once all you might have expected is updated rosters and prettier haircuts from each new sports game, now your digits are challenged with another copyrighted gameplay system such as the Wonderful All-New Kineticism™ or some such nonsense...**

Last year in *Live 2003* came the extraordinary Freestyle Control™ which allocated every crossover, feint and spin to the right analogue stick. Rather than relying on button mashing, the close-up control and defence became a question of timing and reflex, making *2003* a very good game. For *2004*, EA have built upon this intricate gameplay system by making use of action buttons freed up by the Freestyle Control, enabling them to allocate two buttons for different types of shot – one for jump shot, the other for dunks and lay-ups.

The consequences are you now have far greater control of which shots you attempt after a dribble as you're no longer dependent on the AI. It's a subtle difference, but no other basketball game has given the gamer so much control. This is surely a good thing, yeah? Well, yes it is if you have the skill and b-ball nous to exploit the immense potential. But if all you're going to do is pop up three pointers on Easy then there's other games that'll suit you better. **PSM2**

*Available for home b-ballers next month*




**SCHOOL CUSTOMER:** The one-on-one challenge is the perfect place to practice your Freestyle Control moves.

**INFO**

- **DEVELOPER** EA
- **PUBLISHER** EA
- **GAME TYPE** Sports
- **PRICE** £39.99

PlayStation.2

**DETAILS**

- Four players.
- New 10 man motion capture system.
- Revamped EA Sports Dynasty mode.
- Marv Albert!

**OVERALL**
**EA maintain their standards with another heavyweight sim. Spritely and accessible, but it also has immense depth.**

**84**

**EVER HOOPFUL**

**THAT'S YOU SHOT:** The new shoot system means you can decide to lay up or jump shot whenever you approach the basket.

**HOOP DOG:** No b-ball would be complete without the customary spread of retro teams. Look, it's Larry Bird! Missing!

OUT UK NOW

# NBA JAM

## Big plays, big points and big heads. The Charlie Brown of b-ball is back and making the case for the basket.

**While it's important to have a basketball game that appreciates a choice pick 'n' roll, having a game that also values a small Egyptian dance on the way to scoring a dunk is a very precious thing. There's really not enough Wilson, Kepple and Betty in sports games today, but the *Jam* rights all wrongs.**

*NBA Jam*, the old 2D PSone/arcade/SNES game was brilliant. It was basketball stripped down to the basics of lanky men stuffing a ball through a hoop, dispensing with just about every rule and violation. It was fast, it was direct and it was daft – all essential qualities for arcade gold making it the antithesis of every tight ass sim.

So, when you have the essence of a good game, it should be able to survive any next gen update and *NBA* has. It's all about battering the opponents until they give up the rock, then bullying your way to the hoop. For a game with only the basic controls there's a surprisingly large number of ways to score, each requiring sweet timing and vision.

The only problem for *Jam* is that, in its absence, EA's *NBA Street* has arrived with it's abundance of style and 'fo shizzle'. Fortunately, what *Jam* lacks in bling, it makes up for in character and old skool charm. It's a long overdue and welcome return from one of the sweetest sport series in games. **PSM2**

*Jam's dunk or love is out there / go... now*

**BURNING THE HARD WAY:** Oh, the thrill of catching on fire! Even Shaq can land 'em from miles dowtown!

**INFO**

- **DEVELOPER** Acclaim
- **PUBLISHER** Acclaim
- **GAME TYPE** Sports
- **PRICE** £29.99

PlayStation.2

**DETAILS**

- 6 players.
- New Hot Spot system enabling seven pointers.
- Funky choons including Cameo's Word Up.

**OVERALL**
**It has it's limitations, but this next-gen Jam captures the action and spirit of the original, which really is a positive.**

**77**

**BOUNCEY**

**HOT TO SPOT:** Activate the Hot Spot then shoot from it to activate this apocalyptic scene.

**STUFF AND READY** If any of the baskets are just ordinary, you're playing it wrong.

**SLAM AND CHEESE** The animations are top. Especially the little dunk dances.

OUT UK 7TH NOVEMBER

# WORLD RALLY CHAMPIONSHIP 3

The only motorsport that grabs you by the scruff of the neck and drags you head first through a muddy puddle. Live it in WRC3...

**FLOOR IT!:** The atmosphere, the adrenaline, the fear! Sounds like a trip to a Bernard Manning stand-up gig if you ask us.

**"Shit me. Rallying's really boring." Go on, is that what you were going to say? Is it? "It's only just a bit more exciting than F1," you might retort. A bit like saying burning to death is 'a bit better' than drowning. It's the argument flippantly levelled at the sport, usually unsubstantiated with any tangible experience. Detractors: have you ever actually been to a rally? Have you ever even watched it on the telly? Have you ever been driven round a wet and foggy forest at 6.30 in the morning by a deranged lunatic rally driver, the smell of acrid exhaust and fresh earth cutting the air? Hmm? Well, have you?**

That's what rallying's all about. It's the adrenaline surge and visceral rollercoaster that comes with driving extremely fast cars around narrow and windy roads precariously close to sheer drops and certain death. That sounds brilliant doesn't it? Why do people say it's boring then? Because not many rally games manage to bring that kind of stimulus to the player. The problem is, developers get hung up on realism.

Forget realism! Concentrate on shitting the player up! In 'reality', put in the seat of a race ready Subaru Impreza, after stalling six times in a row, you'd never get out of first gear And rather than throw the car into a gravel strewn bend and accelerating out at 90mph, you'd skid off the road into a tree and bash your face in. Like that, do you? Thankfully, *WRC3*'s creator realised this a while back and has cleverly balanced self-indulgent, rally-extremist pleasing realism with breathtaking, grab-you-by-the-pubes dirtiness.

## INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Evolution Studios
- **PUBLISHER** Sony
- **GAME TYPE** Rally
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Players, DualShock 2, Memory Card, Map

PlayStation 2

THE OFFICIAL GAME OF THE WRC 3 FIA WORLD RALLY CHAMPIONSHIP

## DETAILS

- 2003 fully licenced World Rally Championship teams, liveries and authentic stages to cover.
- 21 accurately modelled cars with 48 performance variants for each vehicle.
- Evolution, Extreme and Concept Cars all featured as unlockables

# WORLD RALLY CHAMPIONSHIP 3

STEADY! WATCH THE ROAD NOW

## IMPACT POINT

Like *Pro Evo*, the way you view the game world is of great importance to *WRC3*. The chase cam offers the best vantage point to see what's coming. Leave the cockpit view for mentalists!

**ENGINE MAN FRANKLIN:** All the pops, whistles and wheezes of your turbo have been lovingly recreated for your aural pleasure.

## DON'T LOOK DOWN

Anyone who suffers from vertigo would do well to avert their eyes during certain stages of the rally circuit. Beautiful though the view may be, when you're hurtling round a hairpin at breakneck speed you don't want to observe it from the bottom of a mountain. Just before your entire life flashes before you and you realise there's no feeling in your legs anymore. Try the Italian, Monaco and Greek Rallys to really get a good impression of height. And for Christ's sake, just don't drive too close to the edge.

**LAST WORD:** There's something a little too real about that drop. You'd better hope those breaks are working or its curtains!

**IMREZIVE:** Ah, there's nothing like seeing the Subaru Impreza Turbo belting round a corner. Brings a tear to your eye, it does

**KLUNK-SLICK:** The diversity of the tracks means you really need to rely on the AI of you co-driver which, thankfully, is spot on.

**POSTCARDS FROM THE EDGE:** Nice view, shame about the 500 hundred foot drop.

**ROAD TRIP:** From Tarmac to dirt track, each road surface provides a different challenge.

## INSIGHT

At the time of going to press the WRC tour was negotiating the Rally SanRemo in Italy. Although Sebastian Loeb was winning on Day One, he lay in fourth place overall, 10 points behind Richard Burns. Conspicuously, Colin McRae was lying in seventh.

As in *Colin McRae Rally 04*, the daunting task of updating what is essentially already a finished product has led the respective teams to focus less on handling and car design and more on the environments you drive through. In *WRC3* this means increased roadside clutter – houses, huts, sheds, churches, bridges and sheep. Unfortunately, as a championship rally driver you're not exactly sight-seeing. Buildings tend to fly by in a grey and white blur, unless you collide with one. We pity the poor artist who squanders his professional life modelling such objects. It's a thankless task but, hut designers, we salute you.

driving environment constantly challenges and surprises the player at every turn.

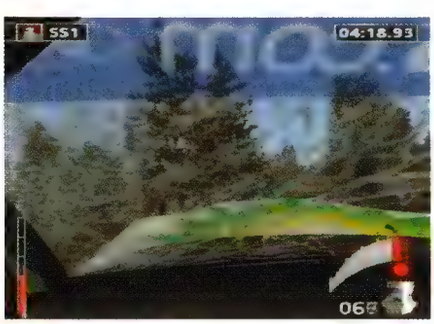
Still need convincing? Well, put it like this: Where the *Gran Turismo*'s of this world give you a set of circuits to learn and then monotonously repeat in slightly faster cars with slightly bigger spoilers, every second of a rally course is different. *WRC3* stoically reminds you by accurately representing every single stage in the Championship – yep, these boys have been tracing satellite maps again. Seeing as no-one would ever play through the whole lot in a day, courses are always fresh and demanding. Can't

## "EVERY TYPE OF DRIVING ENVIRONMENT CHALLENGES AND SURPRISES THE PLAYER"

*WRC3* isn't just about dramatic, expansive scenery, though (see the above screens for evidence). It's the subtle differences between road surfaces and course design throughout the tour. The Rally of Greece has a lot of sixth gear straights, for example, while Argentina's is known for treacherous water splashes. Monaco has the worst of all terrains – narrow mountain asphalt and snow at the summits. Importantly, this is felt by the player through the analogue stick. On ice you feel the need to break and turn earlier compared to when you're on gravel or paved road. Responsiveness changes vastly and every type of

remember what's round this corner? OOF! Ah, yes, a shed. What about over this hill? Ahh, look it's a quaint little valley with a bridge and a river. STEADY! Watch the road now...

If ever there was a £40 advert for rallying it's *WRC3*. Aside from being technically impressive and a wonderfully massive proposition (14 rallys with at least seven stages each), it succeeds in transporting you convincingly into the single most exciting place in a rally: the driver's seat. And if that doesn't make you feel super special then not much else will. **PSM2**




**MUCK SHREDDER:** Cockpit perspectives are constantly made all the more difficult with rain, mud and shattered glass effects.

**BLINK AND YOU'LL MISS.** The backdrops are breathtaking, but you're here to win, not look out of the window at the pretty view.

## LOEB'S CHOICE

1 **COLIN MCRAE**
Visually more complete and with satisfying handling for the amateur rally driver. Our choice.

2 **WRC3**
It's the proper rally, the proper cars and the proper drivers. That's three things it's got over Colin.

3 **GRAN TURISMO 3**
The rally sections of *GT3* are criminally underrated. Go and play them now!

## PSM2 VERDICT

**GAMEPLAY**
+ Exemplifies the dirty side of rallying
- Handling occasionally feels a little unbalanced.

**GRAPHICS**
+ You might as well actually be there
- Undrergrowth pops up out of nowhere.

**SOUND**
+ Sounds like rally cars to us. Job done.
- The theme music loops incessantly.

**LIFESPAN**
+ It took us six hours to complete a rally on novice.
- Requires stamina and concentration – do you have any?.

**OVERALL**
***WRC3* is the motoring equivalent of a bunjee jump into a box full of very fierce, angry lions. Extreme, exhilarating and dangerous..**

**89**

TURBO CHARGED

**PREDICT-A-BALL:** The easiest way to score is to leg it down the wing and deliver a high cross.



**UNABLE SEAMAN:** Spunky scores a rare goal 10 games in.

**INFO**

- **CODE TESTED** PAL (UK): Chelsea Club Football
- **DEVELOPER** Codemasters
- **PUBLISHER** Codemasters
- **GAME TYPE** Football sim
- **PRICE** £39.99
- **ESSENTIALS** 1-4 players, DualShock, memory card

**DETAILS**

- 16 club-specific editions within the same engine.
- Open up the photo galleries of your club.
- Play the tournament modes using the create-a-player system.

OUT UK NOW

# CLUB FOOTBALL

Big on fouls and low on goals. It's an early bath for this year's new signing.

**REVIEWER:** Nick Ellis

**Seven games into the domestic season and we're close to losing it with *Club Football*. Like, really losing it. Losing it Neil Warnock style, with headline-making profanity-filled outbursts of anger and disbelief. You see, Chelsea have yet to win a game, have scored only two goals and have collected 13 red cards and 12 yellows.** Not through particularly bad or aggressive play, you understand, but because the refs are complete w******s and it's just too damn hard to score. Best nip to the dressing room for a cold shower.

Half a dozen games later and the anger has abated. By refraining from anything even remotely resembling a tackle from behind, the flow of cards has steadied to a trickle, and eight times out of 10 working the ball down the wings and crossing from the corner flag will give you a goal scoring chance. But *Club Football* is still distressingly second division, especially when you put it up against the latest installments of *PES* and *FIFA*. The control system is fine, mainly because it completely rips off *PES*, and visually there are few complaints – player likenesses are superb – but there are just so many problems.

Players are a fraction too slow in their passing and reactions. It's only a split second but when you tap the pass or shoot button and there's a defender close, your player will linger just long enough before executing the move to have the ball robbed from him. This is particularly frustrating in and around the penalty area where it's agonisingly tricky to get a decent shot off. There's also little distinction between the way players 'feel', unlike the other two games, and the ball physics are nowhere near as proficient or as convincing either.

We've been rather rude about *Club Football* but only because we're used to better. In truth, it's no disaster, and a decent first foray into action-orientated footie sims for Codemasters and we'd like to see an enhanced and improved version in the future, preferably without all the club-specific branding. (Incidentally, you can customise *FIFA2004*'s front end to reflect your favourite team – how cheeky is that?) It's also worth mentioning that the game engine will be used in Codie's forthcoming footie management title *LMA 2004*, which scores with us. **PSM2**

Club Football has already kicked off.

**INSIGHT**

In case you weren't aware, there are 17 editions of *CF*, each tied to a top European team. The teams are: AC Milan, Ajax, Arsenal, Aston Villa, Barcelona, Bayern Munich, Borussia Dortmund, Celtic, Chelsea, Hamburger, Internazionale, Leeds United, Juventus, Liverpool, Manchester United, Rangers and Real Madrid. Tough luck for Gateshead fans, eh?

## THE REFS ARE COMPLETE W******S AND IT'S JUST TOO DAMN HARD TO SCORE

**CARD LABOUR:** Chelsea's little known right-sided midfielder shows his disbelief at yet another booking.

**ELLORY'S CHOICE**

1 **PRO EVOLUTION SOCCER 3**
Konami's soccer series just gets better. It's so good you'll cry like Gazza.

2 **FIFA 2004**
The best *FIFA* yet? It's certainly very playable, has great depth, and a coach load of official licences too.

3 **CLUB FOOTBALL**
A brave effort from Codies but there's too much here that's winding us up.

**PSM2 VERDICT**

**GAMEPLAY**
+ It's easy to pick up thanks to *PES* style controls.
- Of the many niggles, the Nazi refs are the most grating.

**GRAPHICS**
+ Some excellent player likenesses and great stadiums.
- There are few discernable differences in player animations.

**SOUND**
+ Authentic crowd samples help the big match atmosphere.
- Motson. Fouls. Sanctimony. You'll want to strike him.

**LIFESPAN**
+ You're not going to win the double first time round.
- *PES* is out a fortnight after *CF*, and *FIFA* appears a week later.

**OVERALL**
**It's all gone a bit Leeds United for Club Football. There's plenty of promise here but it fails to deliver the results we were expecting.**

**61**

SALTY

OUT UK 21ST NOVEMBER

# NHL HITZ: PRO

## If you thought the Handson brothers were a violent bunch, get a load of these knuckle heads...

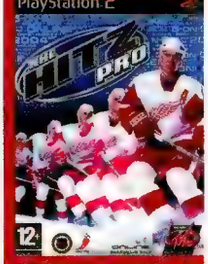
**Midway sports games are king when it comes to disregarding rules. They normally deliver action so furiously intense, it feels like you're being clobbered by a pitch full of Vinnie Jones'. Great if you love arcade mayhem, short-lived if you're a simulation fanatic.**

So imagine our surprise when we discovered that *NHL Hitz: Pro*, the third in the company's ice hockey series, had gone 'all serious' on us. No longer were we presented with 3-on-3 carnage.

**HOLY GOALIE:** It's not as uptight as it sounds. Dig about, conquer leagues and you can still unlock a shark to protect your nets.

INFO
- DEVELOPER: Next Level Games
- PUBLISHER: Midway
- GAME TYPE: Ice Hockey
- PRICE: £29.99

PlayStation 2



DETAILS
- Modes include: Play Off, Franchise and Pick-Up.
- 2-8 players using two Multi-Taps.
- Competitive online play.

Instead, we had five outfield players zipping around the ice rink, playing in real positions – like left defence – and boasting unique styles. Basic tactics had become part of the mix too and, with the addition of referees, we were getting pulled up for icing. Could Midway be the new EA?

Fortunately, while this new 'realism' adds potential longevity, the game is still a barrel of laughs to play. The dekes come thick 'n' fast. Players crash through glass, helmets fly and the commentary is still full of the same comical observations. There are revamped punch-ups, manually controlled replays and options to customise your players into big-headed dwarves – if that's what you want, of course. Yep, beneath all the seriousness *Hitz* is just as kerr-azy as ever. This is well worth investigating. It may not look great, and followers of the series could find it too similar to its predecessors, but for sporting thrills, Midway remains the undisputed champ. **PSM2**

*Crashing into the shelves right now.*

**OVERALL**
**Great fun with lots more depth, statistics and the added 'allure' of rules. That said, it handles alarmingly like its predecessors.**

**80**

**NON SLIP**

**FROZEN SOLID:** The weight and solidity of the character models really comes into effect whenever the camera gets in close.

**SLICK OF IT ALL:** This is still the fastest ice hockey title out there.

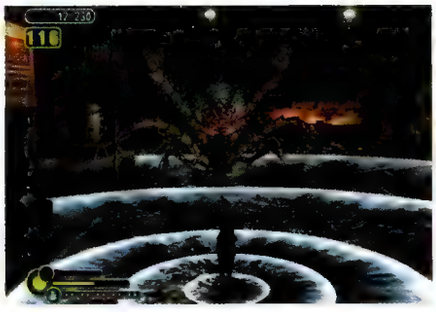
OUT UK NOW

# SPACE INVADERS: INVASION DAY

## Get out the flares and boob tubes, gamers! It's retro fun from the roller-disco days of 1978.

**Bloody aliens eh? They just can't leave Earth alone. Wander into the city and you'll find *Day of the Triffids*-style plants picking over humans like a KFC bargain bucket. Down in the sewers, giant insects have created a new kind of stink. And at the local park, the kiddie's play area has been demolished by a large UFO. It's at times like these that a big gun comes in very handy...**

As you can probably guess, *Invasion Day* is a 'revamped' version of that most seminal of shooters, *Space Invaders*. And it really does play like the original. Apart from a new 3D perspective, your fighter is a person rather than a ship and there are some new moves, like... um... rolling on the ground to evade incoming fire.



**EASY SPIDER:** The action does have the odd departure from form with boss battles and *Defender*-like smart bombs.

INFO
- DEVELOPER: Sammy
- PUBLISHER: Bigben Interactive
- GAME TYPE: Shoot-em-up
- PRICE: £14.99

PlayStation 2

DETAILS
- Three playable characters with different story paths.
- Story and Survival mode.
- [illegible]

50 stages and 10 bosses stand between you and world-saving glory, although thanks to unlimited 'continues', completing the main 'Story Mode' in one sitting is guaranteed. Unless you keel over into a boredom-induced coma first. Playing 'Survival Mode' is more challenging (i.e. no continues) and if you've got a mate with an equally puzzling nose for nostalgia, two-player blasting is there for the taking.

Even at £15, there's no excuse for something that plays like a ported ZX Spectrum title. Shoot, left, shoot, right, get power-up, shoot, die. That's all there is to it. The inclusion of the '78 original is a nice touch, but ultimately, 'no thanks'. **PSM2**

*Invading the shops right now.*

**OVERALL**
**Fun for the first five-minutes until you realise that they don't make games like these any more for a reason. For nostalgia nuts only.**

**30**

**CRASHED**

**STICK THE SHOOT IN:** Different energy weapons create different effects, but the plays all about mashing the Ⓐ button.

**DRUM PUNCH:** You can either use the barrels like the old bases, or target them to kick off a devastating attack.

OUT JAPAN NOW OUT UK FEBRUARY

# MAXIMO VS THE ARMY OF ZIN

## Capcom's suavest hero gets tooled up...with several fresh pairs of pants.

**REVIEWER:** Joel Snape

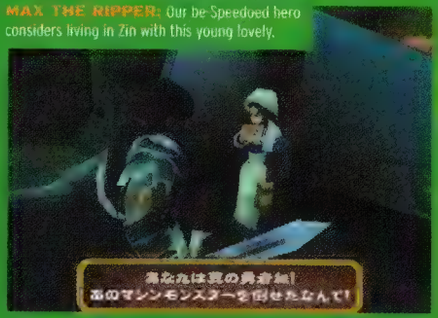
**Maximo's a game that doesn't mess about. From the difficulty select (Normal or Hard – there's no Easy option) to the grim reaper's cheery 'You'll be needing me', it wants to let you know this isn't going to be a cinch. In fact, between vague memories of whimpering over the original and falling off a cliff halfway through level one, we were almost soiling our heart-spangled boxers over the coming levels. Which is funny, because it isn't *that* difficult.**

But it's still tough. You'll curse your arrogance for missing a jump three inches away from the next continue point. And you'll sometimes find yourself overwhelmed by swathes of enemies – something that hardly ever happened in the first game. But it's certainly easier, thanks to more checkpoints, more save opportunities (you can save mid-level, and you don't have to pay for it) and more generous energy bars. Jumps are easier because Maximo's finally learned the last-ditch-grab, and he can use his double-jump if you inadvertently walk off a ledge. There are a huge range of monsters to hit, from cute ickle monster bunnies to, um, robo-skeleton-pirate things. Most have a variety of attacks, but it's smirksomely easy to kill a whole pack of them with the right skills, and reap the *Devil May Cry*-style rewards. On top of all that, *Maximo* still throbs with those touches that made the first one so hardcore – the coin-swiping crows, those teasingly out-of-reach power-ups while adding some nice effects of its own. Rescuing innocent villagers is crucial for cash and shopping; try dinging a cyber dog with your frisbee shield to distract it from the nearby ladies. Then there's Maximo's new range of pants. His 'All About The Benjamins' duds, for instance, locate any hidden treasure chests by throbbing when there's cash nearby.

The final reason *Maximo* doesn't seem so hard, though, might just be... Practice. When the original came out, it was the best platformer in the field almost by default. Now there's a new crop of quicker, meaner, cuter titles out there, and the knight in shining shreddies doesn't stand up quite so well in comparison. **PSM2**

*The Japanese version is out now.*

**IT STILL THROBS WITH THE TOUCHES THAT MADE THE FIRST ONE SO HARDCORE**




**MAX THE RIPPER:** Our be-Speedoed hero considers living in Zin with this young lovely.



**INFO**

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** Capcom
- **PUBLISHER** Capcom
- **GAME TYPE** Platformer
- **PRICE** 6,800 Yen
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card.

**DETAILS**

- Five bosses.
- Five huge levels.
- Upgradeable swords and hammers.
- Five types of underwear.
- "Five Turn Slasher in Death-fest" by E. Blyton.

**GRIM'LL FIX IT:** There's a new kill-em-all mode where you can summon Death for short periods. Should scupper pretty much owt

**PROTECT 'N' SEVER:** You get a limited amount of shield-tossing, although it's possibly not worth it for the damage it does.

**INSIGHT**

In *Ghouls 'n' Ghosts*, the game *Maximo*'s based on, the hero was actually King Arthur. He had a beard, but shared the losing-his-armour gimmick. The whiskered warrior also appears in *Marvel Vs Capcom* as a summonable super-move character.

**GHOULIES' CHOICE**

1. **JAK 2** Beards, guns and car jacking – PS2's premier platform hopper's grown up.
2. **RATCHET AND CLANK 2** The most user-friendly platform blaster on the market at the moment.
3. **MAXIMO 2** If *Jak 2: Renegade*'s a voluminous pair of boxers with pockets in, *Army Of Zin*'s a set of polka-dot briefs.

**PSM2 VERDICT**

**GAMEPLAY**
+ Easy on the platforming, heavy on the hackage
- Okay, it's medieval but it could still do with some missiles

**GRAPHICS**
Cute as kittens and super-sharp. Excellent stuff.
- Pretty claustrophobic, even compared to the original.

**SOUND**
+ Swooning damsels, meaty clanks – and it's all in English.
- Your feet don't tap nearly as much as they did on the original.

**LIFESPAN**
Plenty to cope with if you're planning on getting 100% mastery
- Easier than the last version – it'll only take a couple of days.

**OVERALL**
**It's easier, fightier, and tons more forgiving than the last one. Loads of fun, but it's outpolished by its platform brethren.**

**81**

MAXED OUT

07:53. 7th December 1941.
In two minutes time,
paradise will be lost forever.
New mission coming soon.
MEDAL OF HONOR
RISING SUN
Challenge Everything
You Don't Play, You Volunteer.™
mohea.co.uk
PlayStation.2

# PSM2 GAMER'S LOUNGE

MAX. SMART/MIN. EFFORT

THUG. That's the 'word' on the 'street' this issue. Dan D's been glued to it all month, even when it's blatantly incredibly difficult and horribly unfair. And, oh! The fun we've had importing our digitised likenesses into the game. It's a cracker alright.

And of course playing as a virtual skateboarder has been interspersed with kicking a bolus of leather around in *PES3*. The non football-loving elements of the office may wonder what all the fuss is about but it's more beautiful than life itself. Mind you, *FIFA* surprised all and sundry this issue, by being jolly good, but it's still not quite 'there'... If you get what we mean.

1

### CONFLICT DESERT STORM 2

In with a bullet at the top of the charts. SCi's timely sequel proves to be quite the popular title. We're still having Wagon Wheel-size fun with the co-operative mode but, by Matthew Kelly's beard, is it difficult. The answer, of course, is yes.

2

### SOUL CALIBUR 2

Blimey. Pipped at the post by a certain war sim, the best fighting game ever made couldn't quite claim the number one position. Still, we reckon it's a game in for the long haul. Hell yeah. Brother.

8

### FIRE WARRIOR

A respectable mid-chart entry for THQ's Warhammer 40,000-based shooter. We'd be interested to see how many non-Games Workshop fans bought it, though. Interested indeed. Yes.

CHARTS FOR MONTH ENDING 21ST OCT

## PS2 TOP 20

The *Storm* whips up one and takes us slightly by surprise. We loved it, but *Freedom Fighters*, just pipped the post in our affections. It's obvious, though, where you hearts lie – somewhere behind a bunker deep in the Iraqi desert.

| Position | GAME NAME | Publisher | Developer |
|---|---|---|---|
| 1 | Conflict Desert Storm 2 | SCi | Pivotal |
| 2 | Soul Calibur 2 | EA | Namco |
| 3 | Eyetoy: Play | SCEE | SCEE |
| 4 | Tiger Woods PGA Tour 2004 | EA | EA |
| 5 | Colin McRae Rally 04 | Codemasters | Codemasters |
| 6 | Rugby 2004 | EA | EA |
| 7 | Freedom Fighters | EA | Io Interactive |
| 8 | Fire Warrior | THQ | Kuju |
| 9 | The Italian Job | Eidos | Climax |
| 10 | GTA: Vice City | Rockstar | Rockstar |
| 11 | Yu-Gi-Oh! Duellists of the Roses | Konami | Konami |
| 12 | The Great Escape | SCi | Pivotal |
| 13 | SOCOM: US Navy Seals | SCEE | SCEA |
| 14 | Tomb Raider: The Angel of Darkness | Eidos | Core |
| 15 | Dark Chronicle | SCEE | SCEE |
| 16 | Zone of the Enders | Konami | Konami |
| 17 | Enter The Matrix | Atari | Shiny |
| 18 | Starsky And Hutch | Empire | Empire |
| 19 | Hulk | Vivendi | Radical |
| 20 | Rayman 3 | Ubisoft | Ubisoft |

## JAPANESE TOP 5

| | | | |
|---|---|---|---|
| 1 | Winning Eleven 7 | Konami | KCEJ |
| 2 | Winning Post 6 | Koei | Koei |
| 3 | Jikkyou Powerful Pro Baseball | Konami | KCEJ |
| 4 | PSO Generation 1 | Sega | Sega |
| 5 | Monster Farm 4 | Tecmo | Tecmo |

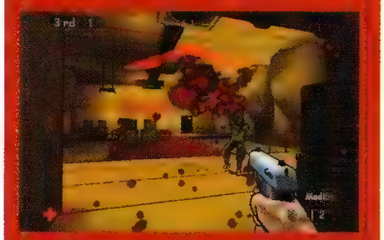
## US TOP 5

| | | | |
|---|---|---|---|
| 1 | Madden NFL 2004 | EA | EA |
| 2 | NCAA Football 2004 | EA | EA |
| 3 | Soul Calibur 2 | EA | Namco |
| 4 | Silent Hill 3 | Konami | Konami |
| 5 | Grand Theft Auto: Vice City | Rockstar | Rockstar |

## PSM2'S TOP 5IVE

1. THUG

2. PES3



3. 13

4. SSX3

5. FIFA 2004

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Wicked fast hot rod racing

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### PLANET ZERO

The struggle for survival has begun!

Actual screenshots

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Sony Ericsson T610, Motorola T720 : S
Nokia 7650, 3650, N-Gage : B
Siemens C55, M50 : C
Siemens M55, S55 : P
Nokia 3410 : D

| | XIII | Splinter Cell Extended Ops | Solitaire | Speed Devils | Rayman 3 | Planet Zero |
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You will also incur your normal SMS and WAP charges. Please make sure you have sufficient credit to receive your order. You must be 16 or over to use this service.
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THE RISE OF THE BLENDER: Arnie plans to whip up a smoothie.

OUT UK 17TH DECEMBER

# TERMINATOR 3: THE RISE OF THE MACHINES

## He said he'd be back, but did he really need to bother?

**STARRING** Arnold Schwarzenegger, Nick Stahl, Claire Danes, Kristanna Loken, David Andrews, Mark Famiglietti, Earl Boen, M.C. Gainey, Jay Acovone
**DIRECTOR** Jonathan Mostow
**CERTIFICATE** 15
**PRICE** £24.99

**So, Terminator 2 wasn't the end of the story then, was it? Not according to Hollywood. Sniffing out the fact that they could scrape yet more cash from the pockets of Arnie fans, he's wheeled out yet again through the usual robo-guff and general destruction. And considering that his recent filmography includes the corny clone caper The Sixth Day and the decidedly dull Collateral Damage, you can understand why he was willing to pull on the leather to spout lines like, "She'll be back!"**

And yes, that awful pun from the trailer is in the film. Taking as its inspiration (i.e. "ripping off wholesale") T2, Terminator 3 pitches us back into the storyline of man versus machines ten years after John and Sarah Connor helped the Arnie 'bot save the world from flaming nuclear death on Judgement Day. Or did they? As our story opens, the now homeless and renegade John is astonished to learn that the timeline has a way of working itself out. They didn't prevent Judgement Day, oh no. They just delayed it. You can practically see the cogs going round in the writers' heads. Cue more cyborg mayhem as the malicious mechanicals send back yet another Terminator to off the saviour of mankind. This time, they've packaged their killing machine in slinky female form. Strictly for the good of the story, of course. Nothing to do with Terminators arriving naked and getting a former supermodel to play the new nemesis, The Terminatrix. Still, Kristanna Loken has a good stab at it, though she's lacking the quiet menace of Robert Patrick's T-1000. And so it unspools, with the TX hunting down John and unwilling fellow warrior, vet Kate Brewster (Danes) and Arnie intervening as only he knows how: large scale destruction.

**"ARNIE INTERVENES AS ONLY HE KNOWS HOW: LARGE SCALE DESTRUCTION"**

### ROBOT WARS

Admitting early on that he's obsolete technology, Arnie still goes machino-a-machino with the superior ladybot, while his human charges fight to stop a new incarnation of Skynet from going online. Still, for all its faults, T3 makes a solid stab at the action and does feature a neat final twist on the whole time paradox idea. Stahl makes for a moody Connor and while Danes doesn't have much to do until late in the plot (save for scream and panic), you can't but miss the cool-headed powerhouse that Sarah Connor became.

Mostow has clearly spent every cent of the huge budget – a 'car' chase (involving a crane truck, fire engine and several police cars) has its thrilling moments and there's no denying the appeal of Loken in leather. The main problem is the comparisons it invites – hewing so closely to T2's plot makes you nostalgic for franchise father James Cameron's epic touch. No doubt Terminator 4 will drag its tinny arse onto our screens in the not too distant future, although we might be more forgiving if the 'bot in question was chrome version of Halle Berry. PSM2

### INSIGHT

- Kristanna Loken studied mime to perfect the TX's robo-style.
- Terminator 3 had the highest budget approved by the studios to date.
- Claire Danes replaced actress Sophia Bush, who was considered too young for the part.

### TERMINATOR'S CHOICE

1 **TERMINATOR 2** The daddy of the franchise. No messing.
2 **THE TERMINATOR** First out and a cutting belter, but second in the quality stakes.
3 **TERMINATOR 3: THE RISE OF THE MACHINES** Arnie's caaaack... Plot's skinnier than an exo skeleton, but entertaining enough.

### PSM2 VERDICT

**EXTRAS**
Commentaries Deleted scenes Blooper reel Photo galleries Featurettes

**OVERALL**
**Third time lucky? Not always. Derivative and plenty lame, it T3 still delivers the goods thanks to some awesome action set pieces.**

**70**

HE'S TERMINATED

OUT UK NOW

# THE SHIELD
## COMPLETE SEASON ONE BOX SET
Watcha gonna do when they come for you?

**STARRING** Michael Chiklis, CCH Pounder, Walton Goggins, Catherine Dent, Benito Martinez, Michael Jace, Jay Karnes, Kenneth Johnson,
**DIRECTOR** Various
**CERTIFICATE** 15
**PRICE** £34.99

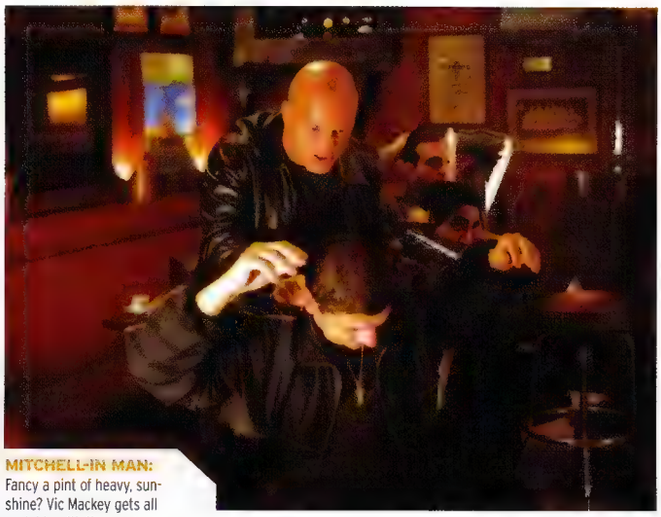
**The Shield has been out for a while on DVD, but now is the perfect time to talk it up – everyone who likes their cop dramas with more shades of grey than the Dulux catalogue will want to stick this on their Chrimbo list. Because The Shield makes The Bill look like The Magic Roundabout. With its roots on US cable channel F/X, free from the censor-happy constraints of network TV, the show's producers were able to stretch the format to include the sort of bone-crunching violence and moral ambiguity you just don't see much of, outside of The Sopranos. And that's a fine comparison**

The plot swings around an ensemble of officers based in Farmington, aka "The Farm", a particularly crime-ridden LA neighbourhood. Taking its cue from the LAPD's problems the stories involve plenty of illegal activity – mostly from those wearing the badges. Precinct Captain David Aceveda might rule the roost, but he's far too busy running for Mayor keep a close enough eye on the team. The real daddy is Vic Mackey, a Grant Mitchell-alike bull of a cop, all bald head and bad attitude. He leads the plain clothes Strike Team, a specialist detective unit that are dedicated to wiping out crime. Or are they? In the first episode alone, we learn that they support drug pushers, ignore orders and ride roughshod over the letter of the law. Cross 'em, and you'll end up with a serious bullet headache.

**INSIGHT**
- The show was originally named Rampart after a real-life LAPD division
- Strike Team actor Kenny Johnson held the world arm wrestling champion's title for years.
- Michael Chiklis' own eight-year-old daughter plays one of his kids on the show

### STRIKE OUT
But the show's genius is in never portraying Vic's team as out-and-out villains. Vic and his crew are convinced their methods are the best way to keep the notorious neighbourhood under control and they do get results. And even their fellow cops know that they'll be there to support them when the villains come out shooting. Yet don't go expecting mindless action – every crime has a consequence here and the shifting moral dynamics of the show are more than enough to keep intelligent viewers hooked. It's to the creators' credit that The Shield never lets itself fall into cliché – the rule is to expect the unexpected.

Kudos too, for producing the show in such a great packaged DVD set. Extras-lovers and the show's hardcore fans should rave at all 13 episodes of this first season bearing a yak-track featuring cast and crew. A mixture of fascinating behind-the-scenes detail and good-natured puns at each others' expenses. They're a lesson in how to support a show. Add to that casting tapes of the leads, behind-the-scenes documentaries and deleted scenes and you have a set-up that'll please anyone. **PSM2**


**MITCHELL-IN MAN:** Fancy a pint of heavy, sun-shine? Vic Mackey gets all sociable with the locals.

### GRANT'S CHOICE
1 **NYPD BLUE SEASON ONE** Noo Yoik's finest hit the streets.
2 **THE SHIELD** Fear and loathing with the LAPD.
3 **HEAT** Michael Mann brings crime to the streets of Los Angeles.

### PSM2 VERDICT
**EXTRAS**
Commentaries ▫ Making Of documentaries ▫ Pilot screenplay ▫ Casting audition tapes ▫ Outtakes.

**OVERALL**
**A superb central performance, great ensemble support and stark, honest writing. Police brutality for the sake of fun and profit!**

**86**
ILLEGALLY GOOD

©Pictorial Press Ltd

## ALIEN QUADRILOGY
OUT UK 8TH DECEMBER

**STARRING** Sigourney Weaver, Ian Holm, Lance Henriksen
**DIRECTOR** Ridley Scott, James Cameron plus others
**CERTIFICATE** 18
**PRICE** £69.99

"In space, no-one can hear you scream" ran the original iconic tagline. Of course, with DVD, you can sit in the privacy of your own room and scream the place up like a kid who's lost his PS2 without being heard, but that's not the reason to buy this. Get it for the content: all four Alien flicks with a starship load of extras. A new cut of Alien with the deleted scenes re-inserted by Ridley Scott himself, a first appearance for James Cameron's original theatrical cut of Aliens, and tinkered cuts of both the mocked Alien3 and the generally detested Alien: Resurrection. **PSM2** **90**

## FUTURAMA: SEASON 4
OUT UK 17TH NOVEMBER

**STARRING** Billy West, John DiMaggio (Voices)
**DIRECTOR** Various
**CERTIFICATE** 12
**PRICE** £39.99

Unfairly cancelled in the US, the Simpsons follow-up went from strength to strength, growing from a sci-fi spoof show into something far deeper. The characters developed, the gags matured and the humour hit rate soared. Mining a darker vein than the usually feelgood Simpsons, Futurama relies more on spite and caustic interplay, but always keeps its heart in the right place. A kleptomaniac robot? A trash-eating lobster doctor, a one-eyed sex pot? If this sounds like the sort of show you should be watching, then sign up, because there aren't many episodes left... **PSM2** **89**

## ALSO RELEASED

**CHARLIE'S ANGELS: FULL THROTTLE**
**Released** 17 November **Cert** 12 **Price** £19.99
The sequel, that should be bundled with a packet of Kleenex, arrives on silver spinner. Style? Plenty. Substance? Zilch. **45**

**MOONLIGHT MILE**
**Released** 8 December **Cert** 15 **Price** £17.99
Jake Gyllenhaal holds his own against Susan Sarandon and Dustin Hoffman in this great little drama. **70**

**EASY RIDERS, RAGING BULLS**
**Released** 17 November **Cert** E **Price** £19.99
Always wanted to read the iconic book about '70's movie legends? Too lazy to read? Watch the documentary! Fascinating. **76**

**BASIC**
**Released** 17 November **Cert** 15 **Price** £19.99
Trooper John Travolta goes looking for missing soldier Samuel L Jackson. Finds a conspiracy instead. We don't care. **45**

**STAR TREK 5: THE FINAL FRONTIER**
**Released** 22 December **Cert** PG **Price** £24.99
Kirk and co find 'God'. He's not the messiah, he's a very evil creature. The end. There: you don't have to suffer through it. **34**

**THE LEAGUE OF GENTLEMEN: SERIES 3**
**Released** 10 November **Cert** 15 **Price** £19.99
The League lads try an experiment in their third series, but it's just not as funny as the early stuff. **55**

## COMING SOON

**SECRETARY**
6 January
£19.99

**BATTLESTAR GALACTICA: BOX SET**
24 January
£49.99

**PIRATES OF THE CARIBBEAN: CURSE OF THE BLACK PEARL**
1st December
£22.99

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West
Covina
Walnut
South San
Jose Hills

NEW & IMPROVED

HOW IT WORKS...

It's a complete A-Z and we've even pulled the best of every genre for quick compari... We've also included some choice import... that might appeal to gamers with moody machines, and as an indication of what's coming to your PS2 soon.

KEY

Game scoring 90% or more – A classic!

New additions this month

Best of genre

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

# ABSOLUTE PS2

Your one stop guide to every game PSM2 has ever reviewed. Absorb these words and never buy a rubbish game again.

**BMX XXX** 58%
Publisher Issue

**BOMBERMAN KART** 51%
Publisher Issue

**BOUNCER, THE** 4[illegible]%
Publisher Issue

**BOXING CHAMPIONS** 40%
Publisher Issue
Embarrassing to behold

**BREATH OF FIRE: DRAGON QUARTER** 70%
Publisher Issue

**BRITNEY'S DANCE BEAT** 5[illegible]%
Publisher Issue

**[illegible] WORLD CUP** 7[illegible]%
Publisher> Issue>

**[illegible]** 72%
Publisher> Issue>

**ACE COMBAT & SHATTERED SKIES** 6[illegible]%
Publisher> Issue>

**ACTIVISION ANTHOLOGY** 5[illegible]%
Publisher> Issue>

**AGE OF EMPIRES 2** 76%
Publisher> Konami Issue> #15

**AGGRESSIVE INLINE** 6[illegible]%
Publisher Issue

**AIR BLADE** 71%
Publisher> Sony Issue> #16

**ALEX FERGUSON'S PLAYER MANAGER** 6[illegible]%
Publisher> 3DO Issue> #15

**ALL-STAR BASEBALL 2004** 61%
Publisher> Acclaim Issue> #35

**ALIENS IN THE ATTIC: THE NEW NIGHTMARE** 6[illegible]%
Publisher Atari Issue

**ALTER ECHO** 66%
Publisher THQ Issue

**AMPLITUDE** 87%
Publisher Sony Issue

**APE ESCAPE 2** 9[illegible]%
Publisher Issue

**AQUA AQUA** 71%
Publisher> SCI Issue> #04
A solid, if slightly small, puzzler

**ARCTIC THUNDER** 58%
Publisher Midway Issue

**ARMORED CORE 2: ANOTHER AGE** 56%
Publisher Metro Issue

**ARMY MEN AIR ATTACK: BLADES REVENGE** 6[illegible]%
Publisher> 3DO Issue> #11
Encouraging, but looks terrible and it's very linear

**ARMY MEN RTS** 5[illegible]%
Publisher 3DO Issue

**ARMY MEN: SARGE'S HEROES 2** 40%
Publisher 3DO Issue

**ATV OFFROAD FURY 2** 73%
Publisher SCI Issue

**ATV QUAD POWER RACING 2** 66%
Publisher Acclaim Issue

## THE TOP 5... ADVENTURE/RPG

Top Five

### 1. FINAL FANTASY 10

Publisher> SCEE

91

The biggest, most life-swallowing RPG of them all. Yes, it's all random battles and [illegible], but it's great.

**DARK CHRONICLE**
[illegible] presence. Sixty hours in, we're still loving it.
90

**KINGDOM HEARTS**
[illegible] funny, touching and not just for kids.
88

**FINAL FANTASY 10-2**
[illegible] enough, and ultimately not as good as [illegible]
83

**DARK CLOUD**
[illegible] town gameplay.
81

**AUTO MODELLISTA** 8[illegible]%
Publisher Capcom Issue
PS2's best arcade racer – but still doesn't beat *GT3*

**BALDUR'S GATE: DARK ALLIANCE** 7[illegible]%
Publisher Virgin Interactive Issue
Fast, good-looking and addictively fun to play

**BARBARIAN** 4[illegible]%
Publisher> Titus Issue> #25
Fun, but basic beat-em-up. No contest for *Tekken*

**BASS STRIKE** 6[illegible]%
Publisher Issue

**BATMAN VENGEANCE** 4[illegible]%
Publisher Ubi Soft Issue

**BATTLE ENGINE AQUILA** 7[illegible]%
Publisher Atari Issue

**BEN HUR: BLOOD OF BRAVES** 4[illegible]%
Publisher Interplay Issue

**BIG MUTHA TRUCKERS** 7[illegible]%
Publisher Empire Issue

**BIONICLE** 38%
Publisher Issue

**BLADE 2** 5[illegible]%
Publisher Activision Issue

**BLOOD OMEN 2** 7[illegible]%
Publisher Eidos Issue

**BLOODRAYNE** 6[illegible]%
Publisher> Vivendi Universal Issue
Stick with it, and you'll find a half-decent [illegible]

**BLOODY ROAR 3** 79%
Publisher Virgin Interactive Issue> #11

**BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS** 74%
Publisher> Vivendi Issue

**BURNOUT** 8[illegible]%
Publisher> Acclaim Issue

**BURNOUT 2: POINT OF IMPACT** 91%
Publisher> Acclaim Issue

**CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001** 8[illegible]%
Publisher Capcom Issue

**CARL FURY** 6[illegible]%
Publisher Midway Issue

**CASPER: SPIRIT DIMENSIONS** 4[illegible]%
Publisher TDK Mediactive Issue

**CASTLEKEEN** 4[illegible]%
Publisher Wanadoo Issue

**CEL DAMAGE OVERDRIVE** 5[illegible]%
Publisher Issue

**CENTRE COURT: HARD HITTER 2** 6[illegible]%
Publisher Midas Issue

**CHAOS LEGION** 8[illegible]%
Publisher> Capcom Issue>

**CHOPLIFTER: CRISIS SHIELD** 8[illegible]%
Publisher Xicat Interactive Issue

**CIRCUS MAXIMUS: CHARIOT WARS** 5[illegible]%
Publisher> THQ Issue
Gimmicky racer with paper-thin novelty [illegible]

## THE TOP 5... ACTION

Top Five

### 1. GTA: VICE CITY

Publisher> Rockstar

97

[illegible] PlayStation world [illegible]

**GRAND THEFT AUTO 3**
[illegible]
92

**FREEDOM FIGHTERS**
[illegible] experience.
92

**SPLINTER CELL**
[illegible]
91

**DEVIL MAY CRY**
[illegible] now on Platinum, [illegible] a go.
90

**CITY CRISIS** 62%
Publisher [illegible] Issue [illegible]
The lack of variety extinguishes the long-term appeal

**CLOCK TOWER 3** 59%
Publisher Capcom Issue #37
Some nice touches, but limited gameplay

**COLIN MCRAE RALLY 04** 92%
Publisher> Codemasters Issue> #40
If you've any interest in rally games, you should get this

**COMMANDOS 2: MEN OF COURAGE** 79%
Publisher Eidos Issue #24
A gripping balance of action and strategy

**CONFLICT: DESERT STORM** 78%
Publisher SCi Issue #27
Bags of potential undermined by stupid errors

**CONFLICT DESERT STORM 2** 88%
Publisher> [illegible] Issue> #39
Everything the last game was and more

**CONFLICT ZONE** 79%
Publisher UbiSoft Issue #22
Cheap and pretty with legions of machines

**CONTRA: SHATTERED SOLDIER** 52%
Publisher Konami Europe Issue #33
It's a classic – but then so was *Warlords of Atlantis*

**CRASH BANDICOOT: THE WRATH OF CORTEX** 66%
Publisher Vivendi Issue #37
Next-gen reworking of Crashs 32-bit past glories

**CRAZY TAXI** 80%
Publisher Acclaim Issue #10
An incredibly addictive, albeit short, arcade hoot

**CRICKET 2002** 41%
Publisher EA Issue #18
A ham-fisted effort that's rotten to look at and to play

**DAKAR 2** 50%
Publisher Acclaim Issue #34
One for Clarkson-esque obsessives only

**DANCING STAGE MEGAMIX** 85%
Publisher> Konami Europe Issue> #36
BEST ODDBALL TITLE Get a mat and bop till you drop

**DARK ANGEL** 45%
Publisher> Vivendi Universal Issue #24
Repetitive, dull and frustrating

**DARK CHRONICLE** 90%
Publisher> Level-5 Issue> #37
Unadulterated class

**DARK CLOUD** 81%
Publisher Sony Issue #01
Manages to mould RPGs into something refreshing

**DARK SUMMIT** 56%
Publisher THQ Issue #21
Off track, off kilter, but a good stab at something different

**DAVE MIRRA FREESTYLE BMX 2** 76%
Publisher Acclaim Issue #14
Bugs aside, this still has some impressive moves on PS2

**DEAD OR ALIVE 2** 83%
Publisher SCEE Issue #05
Comic bosoms are no substitute for two-player scraps

**DEAD TO RIGHTS** 70%
Publisher EA Issue #36
Plenty of action, but no real flair

**DEFENDER** 76%
Publisher Midway Issue #31
Solid, frantic and ponderous

**DEF JAM VENDETTA** 75%
Publisher EA Issue #36
A very entertaining chunk of wrestling action

**DEUS EX: THE CONSPIRACY** 88%
Publisher Eidos Issue #22
Clever, pacey and plot-heavy. Most detailed FPS yet

**DEVIL MAY CRY** 90%
Publisher> Capcom Issue> #15
Blindingly gorgeous and cracking to play

**DEVIL MAY CRY 2** 72%
Publisher Capcom Issue #32
Not as cool or as polished as the first one

**DIE HARD VENDETTA** 54%
Publisher Vivendi Issue #38
Excruciatingly sub-par FPS action

**DINO STALKER** 58%
Publisher Capcom Issue #26
Capcoms best lightgun game yet, but still too lumbering

**DISNEY'S EXTREME SKATE ADVENTURE** 78%
Publisher Disney Issue #40
Multi-layered all the way through for gamers of all tastes

**DISNEY'S STITCH: EXPERIMENT 626** 64%
Publisher Disney Issue #27
A capable and enjoyable platformer if you're six

**DONALD DUCK PK** 64%
Publisher UbiSoft Issue #30
Not quite the turkey we expected

**DOWNFORCE** 64%
Publisher Titus Issue #25
Adequate F1 racing, but a little too predictable

**DRAGON BALL Z: BUDOKAI** 60%
Publisher Atari Issue #30
Competent enough, but won't impress non-fans

**DRAGON RAGE** 43%
Publisher BDO Issue #25
Uninspiring, prosaic and lifeless

**DRAKAN: THE ANCIENTS' GATES** 75%
Publisher Sony Issue #20
Cracking adventure, but seen it all before gameplay

**DRIVEN** 46%
Publisher> Bam! Entertainment Issue> #17
Dumb, vacuous, tired and shallow

**DRIVING EMOTION TYPE-S** 57%
Publisher Squaresoft Issue #01
Over-realistic handling makes it damn-near unplayable

**DR MUTO** 59%
Publisher Midway Issue #33
A valid attempt, but not a patch on *R&C*

**DROME RACERS** 50%
Publisher EA Issue #31
The Sunny Delight of futuristic racers

**DROPSHIP** 75%
Publisher Sony Issue #16
An explosive title with a frustrating difficulty level

**DYNASTY WARRIORS 3: XTREME LEGENDS** 69%
Publisher Koei Issue #36
Haphazard AI but great mass combat

**DYNASTY WARRIORS 4** 80%
Publisher Koei Issue #27
An absolute must for fans of strategy and beat-em-up alike

**ECCO THE DOLPHIN: DEFENDER OF THE FUTURE** 52%
Publisher Sony Issue #16
Illogical puzzles and missions – distinctly average stuff

**EGGO MANIA** 40%
Publisher Kemco Issue #27
Pointless reshuffle of the old puzzle-game mainstays

**EJAY CLUBWORLD** 84%
Publisher> Empire Interactive Issue> #26
A solid, fuss-free choice for the amateur DJ

**ENDGAME** 49%
Publisher Empire Issue #25
Hackneyed lightgun game with no replay value

**ENTER THE MATRIX** 81%
Publisher Atari Issue #37
Flawed, but rewarding, action-heavy experience

**EOE: EVE OF EXTINCTION** 71%
Publisher Eidos Issue #22
Fun at times, but mainly boringly familiar

**EPHEMERAL FANTASIA** 80%
Publisher Konami Issue #12
Smells of entertainment rather than drudgery

**ESCAPE FROM MONKEY ISLAND** 82%
Publisher Activision Issue #42
Thoughtful, funny and addictively gentle

**ESPN NBA 2NIGHT 2002** 72%
Publisher Konami Issue #22
Great graphics, but it still lags behind the NBA series

**ESPN INTERNATIONAL TRACK & FIELD** 63%
Publisher Konami Issue #04
A jolt of bemani cant save it from looking tired

**ESPN INTERNATIONAL WINTER SPORTS** 55%
Publisher Konami Issue #20
Immaculate presentation but lacks any variety

**ESPN NATIONAL HOCKEY NIGHT** 68%
Publisher Konami Issue #09
Bang up-to-date Marred by the character stats

**ESPN X GAMES SKATEBOARDING** 62%
Publisher Konami Issue #15
A flawed compromise of reality and fantasy

**FERRARI F355 CHALLENGE** 67%
Publisher SCEE Issue #27
A stylish effort that's just too damn hard for its own good

**FIFA 2003** 81%
Publisher [illegible] Issue #39
A refreshing alternative. Huge improvement on 2002

**FINAL FANTASY 10** 91%
Publisher> SCEE Issue> #23
ESSENTIAL The game that all the others want to be

**FINAL FANTASY 10-2** 83%
Publisher [illegible] Issue #36
Smart and good looking, but not as compelling as *FF 10*

**FINDING NEMO** 71%
Publisher THQ Issue #41
Relatively generic but a charming action adventure

**FIREBLADE** 68%
Publisher Midway Issue #24
Thrilling early on, but slack gameplay in stealth mode

**FORMULA ONE 2001** 84%
Publisher Sony Issue #09
A rewarding challenge for anyone willing to rise to it

**FORMULA ONE 2002** 68%
Publisher SCEE Issue #29
The most complete package, let down by stupid errors

**FORMULA ONE 2003** 83%
Publisher> SCEE Issue> #39
A truly outstanding racing game

**F1 CAREER CHALLENGE** 58%
Publisher [illegible] Issue [illegible]

## THE TOP 5... EXTREME SPORTS

Top Five

### 1. TONY HAWKS PRO SKATER 4

Publisher> Activision

94

Despite not having the impact of *Pro Skater 3*, we suggest you get this updated version first...

**TONY HAWK'S PRO SKATER 3** 96
Out now on Platinum – which is why we're continuing to recommend it here It's a divinely pitched challenge Get it in.

**SSX TRICKY** 95
Edgy, funky, cool outrageously compulsive gameplay and riotous effects slam *SSX* to the precipice of perfection.

**AGGRESSIVE INLINE** 83
Huge, entertaining and engrossing – a bit more shine could have made this a real contender to the *Hawk* crown.

**AIRBLADE** 77
Frustrating, but fun More attention to the Story mode could have made this the *Driver* to *THPS*'s *Gran Turismo*.

**ESPN WINTER X GAMES SNOWBOARDING** 70%
Publisher Konami Issue #04
The unforgiving learning curve may put the curious off

**ESPN WINTER X GAMES SNOWBOARDING 2** 69%
Publisher Konami Issue #20
The authenticity's admirable, but the career mode isn't

**EVERBLUE 2** 56%
Publisher Capcom Eurosoft Issue #34
Strangely compelling but not exactly exciting

**EVERQUEST ONLINE ADVENTURES** 70%
Publisher SCEE Issue #41
A living, breathing online fantasy world for PS2

**EVIL DEAD: A FISTFUL OF BOOMSTICK** 68%
Publisher THQ Issue #37
Retains some humour, but fails to be more than average

**EVOLUTION SKATEBOARDING** 54%
Publisher Konami Issue #33
Another average game made marginally worse

**EVOLUTION SNOWBOARDING** 43%
Publisher Konami Issue #33
A bad idea, poorly executed

**EXTERMINATION** 71%
Publisher Sony Issue #09
Action, gunplay and panic, despite an unoriginal story

**EXTREME-G 3** 60%
Publisher Acclaim Issue #15
Close, but absolutely miles away at the same time

**EYE TOY: PLAY** 75%
Publisher SCEE Issue #38
A fantastic combination of peripheral and game

**F1 2002** 84%
Publisher EA Issue #24
One of the most accessible simulators we've seen

**FANTAVISION** 85%
Publisher SCEE Issue #01
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun

**FELLOWSHIP OF THE RING, THE** 70%
Publisher Vivendi Universal Issue #30
A half-decent attempt to do this epic tale justice

It does nothing new and nothing old well So why bother?

**F1 RACING CHAMPIONSHIP** 66%
Publisher UbiSoft Issue #07
Fine – just don't expect too much of it

**FREAK OUT** 79%
Publisher Swing! AG Media Issue #19
Nearly a classic – but repetitive with a short lifespan

**FREEDOM FIGHTERS** 92%
Publisher> EA Issue> #40
An utterly compelling experience

**FREEKSTYLE** 59%
Publisher EA Issue #25
A pastiche of SSX without the originality or depth

**FREESTYLE METAL X** 74%
Publisher EA Issue #40
Pootle around on a motorbike to the strains of Motorhead

**FREQUENCY** 64%
Publisher SCEE Issue #23
Fast and furious button-mashing

**FUR FIGHTERS** 86%
Publisher Acclaim Issue #10
BEST SHOOT 'EM UP Lots humour and extras

**FUTURAMA** 75%
Publisher EA Issue #37
Nowhere near as bad as you'd expect – and far funnier

**G1 JOCKEY 3** 43%
Publisher Koei UK Issue #34
For horse loving number crunchers only

**GALERIANS: ASH** 50%
Publisher Ignition Issue #34
Little more than a prolonged, dull runabout

**GALLOP RACER** 39%
Publisher Zoo Digital Issue #31
Superior to most horse racing titles, but neigh thanks

**GETAWAY, THE** 78%
Publisher SCEE Issue #01
A fearsome achievement hampered by flawed controls

**GHOST RECON** 65%
Publisher UbiSoft Issue #30
Great tension, but slow and largely uneventful

## THE TOP 5... BEAT-EM-UP

Top Five

### 1. SOUL CALIBUR 2

Publisher> Namco

93

The very best fighter money can buy, and then some. Comes complete with PS2-exclusive old man Heihachi

**TEKKEN 4** 90
Way more of everything than the stop-gap tournament title Characters, environments... it fulfills its contract to the letter.

**VIRTUA FIGHTER EVOLUTION** 87
Fixes issues and adds characters to the non-*Evo* game Remarkable for its Kumite 'train your fighter' mode.

**ROCKY** 84
Probably the best movie licence game ever Fight all the characters from the movies in a brilliant boxing sim.

**GUILTY GEAR XZ** 84
2D ultra-fighting at its most extreme and barmy Looks shonky but plays like a charm, if strictly for the hardcore.

MORE REVIEWS OVER THE PAGE...

## THE TOP 5... OODBALL TITLES

### 1 DANCING STAGE MEGAMIX

Publisher: Konami Europe

85

OK, so small children and ladies love it, but don't be afraid to shake your ass to the ultimate PS2 party game.

**FANTAVISION** — A 'dawn of the PS2' game that combined simple, innovative select-and-click puzzle gameplay with ace firework graphics. 85

**EYETOY: PLAY** — An astounding piece of kit with games that will appeal to everyone from the hardcore gamer to the hardcore gamer's mum. 82

**GITAROO MAN** — The best rhythm action game, bar none. Dead simple, but dead good – it's guaranteed to raise a chortle. 79

**SUPER BUST-A-MOVE** — Older than the hills and totally unimproved in this PS2 version, its still the best two-player puzzle game ever. 78

**GIANTS: CITIZEN KABUTO** 80%
Publisher Interplay Issue #37
Good levels design and the novelty of playing as three sides

**GIFT** 51%
Publisher Acclaim Issue #42
More 'playable' and less 'weird' would've helped

**GITAROO MAN** 79%
Publisher THQ Issue #22
Rhythm action the way it should be

**GRANDIA 2** 45%
Publisher Ubi Soft Issue #25
Dated and dire The combat system is utterly wasted

**GRAND PRIX CHALLENGE** 85%
Publisher Atari Issue #5
A playable and beautifully realised racer

**GRAND THEFT AUTO 3** 92%
Publisher Take 2 Issue #16
Amoral And the attention to detail keeps you hooked

**GRAND THEFT AUTO: VICE CITY** 97%
Publisher Rockstar Games Issue #29
BEST ACTION TITLE The best that videogaming can offer

**GRAN TURISMO 3** 93%
Publisher Sony Issue #13
Astounds and challenges

**GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA** 79%
Publisher SCEE Issue #25
Dumbed down version of *GT3*: short but playable

**GRAVITY GAMES BIKE: STREET VERT DIRT** 48%
Publisher Midway Issue #28
Too hard, too restrictive and not enough initiative

**GREAT ESCAPE, THE** 73%
Publisher [illegible] Issue [illegible]
A solid game, and a worthy homage to a great movie

**G-SURFERS** 49%
Publisher Midas Issue #16
Spend 40 quid on a Scalextric kit instead

**GTC: AFRICA** 74%
Publisher Rage Issue #16
Lovely to look at, but uninspiring to play

**GUILTY GEAR X2** 84%
Publisher Big Ben Interactive Issue #35
Outrageously creative with perfectly well-balanced combat

**GUMBALL 3000** 73%
Publisher Sony Issue #29
Superfast road racing that's fun while it lasts

**GUNDAM: FEDERATION VS ZEON** 39%
Publisher Atari Issue #29
Shallow, repetitive, tired and relentlessly tedious

**GUNFIGHTER 2: REVENGE OF JESSE JAMES** 40%
Publisher Ubi Soft Issue #35
Riddled with flaws and boring to boot

**GUNGRAVE** 68%
Publisher Activision Issue #30
Big fun, but tiny, *tiny* gameplay

**GUN GRIFFON BLAZE** 70%
Publisher Virgin Issue #06
Big respect from us

METAL ARMS: GLITCH IN THE SYSTEM

**HALF-LIFE** 90%
Publisher Vivendi Issue #16
If you've not played it on PC it's a must

**HARDWARE ONLINE ARENA** 68%
Publisher SCEE Issue #41
Decent, if somewhat slimline online combat game

**HARRY POTTER AND THE CHAMBER OF SECRETS** 65%
Publisher EA Issue #31
A good-looking game that'll satisfy Potter fans

**HAVEN: CALL OF THE KING** 81%
Publisher Midway Issue #29
Excellent ideas in need of some pruning

**HEADHUNTER** 81%
Publisher Sony Issue #19
An action adventure of Hollywood proportions

**HERDY GERDY** 69%
Publisher Eidos Issue #21
Lovely, aggravating and unfair action strategy game

## THE TOP 5... DRIVING

### 1 GRAN TURISMO 3

Publisher> Sony

93

The most compelling racing experience yet – a game you can truly sink your teeth into Nothing can touch it. Yet.

**COLIN MCRAE RALLY 04** — A defining moment for rally games. Everything has really come together for 04. If you like rallying, get it. 92

**BURNOUT 2: POINT OF IMPACT** — Beautiful, emotional racing that you have to play to appreciate. A classic idea, superbly implemented. 91

**BURNOUT** — Offers the hardest, most gruelling arcade thrills this side of playing *Tetris* with a gun held up to your head. 88

**NEED FOR SPEED** — Car fetishism, adrenaline-scorched racing and a great cop chase mode in one handy package. Close to perfect. 88

**HIGH HEAT MAJOR LEAGUE BASEBALL** 71%
Publisher 3DO Issue #24
Scrappy delivery and monkey animation conceal a tasty sim

**HITMAN 2: SILENT ASSASSIN** 89%
Publisher Eidos Issue #26
A rock-solid free-form adventure

**HOTWHEELS VELOCITY X MAXIMUM JUSTICE** 51%
Publisher THQ Issue #5
A pleasant enough way of spending a couple of hours

**HULK, THE** 70%
Publisher Vivendi Issue #36
A greenish, goon-crumpling extravaganza

**HUNTER WAYWARD: THE RECKONING** 30%
Publisher> Vivendi Universal Issue> #41
Mostly dire with some glimmer of potential

**ICO** 85%
Publisher SCEA Issue #07
Strikes new ground for creative gaming Less is more

**INDIANA JONES AND THE EMPEROR'S TOMB** 80%
Publisher> Activision Issue> #39
A rip-roaring adventure that's all-out action

**INDYCAR SERIES** 49%
Publisher> Codemasters Issue #37
Dull, ugly, frustrating and circular

**INTERNATIONAL CUE CLUB** 56%
Publisher Midas Interactive Issue #23
No PS2 magic here, but at £15 a pop, who cares?

**ISLAND EXTREME STUNTS** 65%
Publisher SCEE Issue #35
Finally – a game that's both For Children and Pretty Good

**ISS3** 78%
Publisher Konami Issue #34
A great little game of football

**ITALIAN JOB: LA HEIST, THE** 51%
Publisher Eidos Issue #40
If you had nothing better to do, you'd choose nothing

**JADE COCOON 2** 70%
Publisher Ubi Soft Issue #22
Solid-enough critter-battling gameplay

**JAK & DAXTER** 85%
Publisher Sony Issue #18
Massive, gently enthralling and fun

**JAK 2: RENEGADE** 93%
Publisher> Sony Issue> #40
BEST PLATFORMER Sugar-blasted collection of pure greatness

**JAMES BOND 007 IN AGENT UNDER FIRE** 88%
Publisher EA Issue #17
Every element thrown in so fast you can't help but enjoy it

**JAMES BOND 007 IN... NIGHTFIRE** 78%
Publisher EA Issue #30
*Agent Under Fire* reheated

**JET SKI RIDERS** 38%
Publisher SCEE Issue #16
About as fast as good as *Splashdown* in every respect

**JONNY MOSELEY MAD TRIX** 38%
Publisher 3DO Issue #20
About as mad as a pair of brown brogues Very dull

**JUDGE DREDD: DREDD VS DEATH** 83%
Publisher Vivendi Issue #41
A great depiction of our favourite fascist, but way too short

**JUNGLE BOOK GROOVE PARTY** 47%
Publisher Ubi Soft Issue #10
Tiny Disney fans will enjoy it, however briefly

**JURASSIC PARK: OPERATION GENESIS** 61%
Publisher Vivendi Issue #34
Classy but short-lived

**KENGO** 60%
Publisher Ubi Soft Issue #05
This could've been something special, instead it's dull

**KELLY SLATER'S PRO SURFER** 75%
Publisher Activision Issue #28
Slickly-produced, hard-working water-borne fun

**KESSEN 2** 66%
Publisher KOEI Issue #20
Looks epic but lacks depth One for RTS fans

**KING OF ROUTE 66** 44%
Publisher Sega Issue #41
A *Crazy Taxi* clone without the lifespan

**KINGDOM HEARTS** 88%
Publisher SCEE Issue #29
Instantly accessible and beautifully realised

**KING'S FIELD: THE ANCIENT CITY** 54%
Publisher Metro3D Inc Issue #24
Moody and incompetent RPG – only for hardcore fans

**KLONOA 2** 73%
Publisher Namco Issue #10
Visually beautiful with well-machined gameplay

**KNOCKOUT KINGS 2001** 76%
Publisher EA Issue #07
Compromised by some nasty graphical glitches

**KNOCKOUT KINGS 2002** 81%
Publisher EA Issue #21
Combines arcade thrills and simulation depth

**KURI KURI MIX** 78%
Publisher Empire Interactive Issue #10
Proves that puzzlers don't have to be about blocks

**LEGAIA 2: DUEL SAGA** 59%
Publisher Eidos Issue #26
Attempts to put a new spin on the RPG, but fails short

**LEGENDS OF WRESTLING 2** 68%
Publisher Acclaim Issue #33
One for hardcore wrestling fans only

**LEGION: LEGEND OF EXCALIBUR** 70%
Publisher Midway Issue #27
Satisfactory if flawed – a good, solid fantasy, though

**LEGO RACERS 2** 42%
Publisher Lego Software Issue #18
Simple racing for tots with some decent construction

**LE MANS 24 HOURS** 73%
Publisher Atari Issue #12
Can't compete with *GT3* in an already crowded field

**LETHAL SKIES** 63%
Publisher THQ Issue #22
More Fokker than F14 – this flawed flier fails to take off

**LE TOUR DE FRANCE** 75%
Publisher Konami Issue #23
Engaging, but not to everyones taste

**LE TOUR DE FRANCE: CENTENARY EDITION** 71%
Publisher Konami Issue #36
An enjoyable arcade-syle racer

**LMA MANAGER 2003** 84%
Publisher Codemasters Issue #29
Fabulously well implemented and easy to grasp

**LONDON RACER: WORLD CHALLENGE** 59%
Publisher Davilex Issue #40
Good fun, but graphically takes a giant leap backwards

**LOONY TUNES SPACE RACE** 65%
Publisher Atari Issue #16
A simple game, but provides smooth thrills and giggles

**LORD OF THE RINGS: THE TWO TOWERS** 76%
Publisher EA Issue #29
A bit simplistic and repetitive

**LOTUS CHALLENGE** 60%
Publisher Virgin Interactive Issue #16
Cloying controls + poor racing = lacklustre experience

**MACE GRIFFIN: BOUNTY HUNTER** 79%
Publisher Vivendi Universal Issue #38
Mace triumphs thanks to its sharp ideas and styles

**MADDEN NFL 2004** 87%
Publisher EA Issue #40
A sprawling, complex, yet absurdly playable Madden game

**MAD MAESTROS** 70%
Publisher Eidos Issue #22
Entertaining, but not as inventive as *Gitaroo Man*

**MARK OF KRI, THE** 74%
Publisher Sony CEA Issue #38
A decent attempt at improving on the hack 'n' slashe

**MARVEL VS CAPCOM 2** 84%
Publisher Capcom Issue #29
Brilliant fun with a frighteningly deep fighting system

**MASTER RALLYE** 55%
Publisher Microids Issue #24
Fun but flawed – it smacks of an early release

**MAXIMO** 84%
Publisher Konami Issue #20
Ace for hardcore gamers, but very tricky in places

**MAX PAYNE** 82%
Publisher Take 2 Issue #19
Stylish, dark and violent but marred by ropey looks

**MDK2 ARMAGEDDON** 76%
Publisher Interplay Issue #09
Some inventive ideas let down by basic design flaws

**MEDAL OF HONOR: FRONTLINE** 89%
Publisher EA Issue #23
A supremely atmospheric and absorbing experience

**MEN IN BLACK 2: ALIEN ESCAPE** 42%
Publisher Atari Issue #26
A rough shoot-em-up that does nothing new

**METAL ARMS: GLITCH IN THE SYSTEM** 87%
Publisher> Vivendi Issue> #41
Robots AND guns. You know it makes sense

**METAL GEAR SOLID 2** 96%
Publisher> Konami Issue> #20
Worth every bit of the hype

**METAL GEAR SOLID 2: SUBSTANCE** 78%
Publisher Konami Issue #36
Great for those who've not played MGS 2

**METAL SLUG 3** 74%
Publisher> Playmore Issue> #39
A hugely enjoyable 2D blaster

**MICRO MACHINES** 59%
Publisher Atari Issue #30
A game of its time – which was about seven years ago

**MIDNIGHT CLUB 2** 80%

## RATCHET AND CLANK 2

Publisher Rockstar Issue #37
Superb online play, but merciless solo player

**MIKE TYSON HEAVYWEIGHT BOXING** 61%
Publisher Codemasters Issue #23
No match for *Knockout*

**MINORITY REPORT** 60%
Publisher Activision Issue #31
Clever effects, but it's all over in a few hours

**MONSTERS, INC** 41%
Publisher Sony Issue #19
Cunning use of cutscenes doesn't make a decent game

**MORTAL KOMBAT: DEADLY ALLIANCE** 85%
Publisher Midway Issue #34
A big surprise and a big score

**MOTO GP3** 74%
Publisher SCEE Issue #35
Solid, good-looking racing, but lacks real depth

**MOTOR MAYHEM** 63%
Publisher Atari Issue #16
Dumb knockabout fun – like a diet version of *Twisted Metal*

**MR GOLF** 56%
Publisher Midas Games Issue #34
Stranded between adult depth and childish glee

**MR MOSKEETO** 52%
Publisher Eidos Issue #22
Odd, boring and average More strange than fun

**MTV MUSIC GENERATOR 2** 90%
Publisher Codemasters Issue #10
If there's music in your soul, this disc belongs in your PS2

**MUMMY RETURNS, THE** 46%
Publisher Vivendi Issue #30
Flawed controls and stilted gameplay Not fun

**MUSIC 3000** 81%
Publisher Jester Interactive Issue #35
Leagues ahead of the competition, but mightily complex

**MX 2002** 78%
Publisher THQ Issue #34
Not the fusion of racer and sim that it tries to be

**MX RIDER** 62%
Publisher Atari Issue #15
An ordinary addition to an ordinary racing genre

**MX SUPERFLY** 77%
Publisher THQ Issue #27
Better than *Freekstyle* – but not the best

**MYSTIC HEROES** 67%
Publisher Koei UK Issue #34
Like *Dynasty Warriors* without the sharp edges

**NAVAL OPS: WARSHIP GUNNER** 63%
Publisher Koei Issue #41
A different take on strategy games but ugly as hell

**NBA 2K3** 70%
Publisher Atari Issue #35
Intelligent and sophisticated b-ball sim

**NBA LIVE 2003** 82%
Publisher EA Issue #31
Not perfect, but going in the right direction

**NBA HOOPZ** 70%
Publisher Midway Issue #30
As fun as the *NBA Jam* series ever was

**NBA STREET VOL2** 85%
Publisher EA Issue #35
Basketball – but without the rules

**NEED FOR SPEED** 88%
Publisher EA Issue #28
Adrenaline-scorched racing

**NEXT GENERATION TENNIS 2003** 55%
Publisher Wanadoo Issue #38
An adequate tennis game with plenty of play options

**NFL 2K3** 78%
Publisher Atari Issue #35
Accomplished, but perhaps a little difficult for casual gamers

**NHL 2003** 69%
Publisher EA Issue #28
No spark, not much fun

**NHL HITZ 2003** 80%
Publisher Midway Issue #28
A solid-hitting hockey game

**NINJA ASSAULT** 71%
Publisher SCEE Issue #27
Entertaining enough, but comes up short everywhere

**NO ONE LIVES FOREVER** 71%
Publisher Vivendi/Universal Issue #21
Big, diverse, but hampered by faffing on the stealth elements

**NY RACE** 40%
Publisher Wanadoo Issue #17
Manages to enrage and bore at the same time

**ONI** 62%
Publisher Take 2 Issue #07
Hi-tech combat lost in dull environments

**ONIMUSHA 2** 89%
Publisher Capcom Issue #27
Great combat, beautiful effects and diverting puzzles

**OPERATION WINBACK** 68%
Publisher KOEI Issue #08
Compelling, but nowhere near *MGS2*

**ORPHEN** 56%
Publisher Activision Issue #04
A brash attempt to defy RPG with facile gameplay

**PAC-MAN WORLD 2** 75%
Publisher SCEE Issue #35
Good platforming, but Pacs yesterday's man

**PARAPPA THE RAPPER 2** 78%
Publisher Sony Issue #16
Sherbet flavoured antidote to everything bleak on PS2

**PARIS-DAKAR RALLY** 60%
Publisher Acclaim Issue #15
Intriguing racer with uninspired and tepid presentation

**PENNY RACERS** 43%
Publisher Midas Issue #16
A bright and solid dinky racer Cheap as well

**PETER PAN: LEGEND OF NEVERLAND** 50%
Publisher Sony Issue #20
A decent adventure for pre-school sprogs

**PIGLET'S BIG GAME** 60%
Publisher Nottam Games Issue #39
Just enough gameplay huggability to tempt grown-ups

**PIRATES: LEGEND OF BLACK KAT** 49%
Publisher Virgin Issue #2
When did action adventure games get this lazy?

**POLICE 24/7** 49%
Publisher Konami Issue #18
Only a pathetic 14 minutes long in Story mode

**POOL MASTER** 45%
Publisher Take 2 Issue #05
Skimps in the areas it should be concentrating on

**PORTAL RUNNER** 55%
Publisher 3DO Issue #16
Masks solid platforming behind unbalanced level design

**PREMIER MANAGER** 80%
Publisher Zoo Digital Publishing Issue #31
A stress-free introduction to football management

**PRIDE FC** 75%
Publisher THQ Issue #34
Slightly ponderous, but impressively strategic

**PRIMAL** 79%
Publisher SCEE Issue #35
Afternoon-stealing fun

**PRISONER OF WAR** 73%
Publisher Codemasters Issue #24
Good idea and atmosphere, but slow moving

**PRO EVOLUTION SOCCER 2** 94%
Publisher Konami Issue #29
LIKE FOOTY? GET THIS Konami retain the footy crown

**PRO EVOLUTION SOCCER 3** 96%
Publisher Konami Issue #41
Refined graphics and gameplay make this perfect

**PROJECT EDEN** 86%
Publisher Eidos Issue #04
A rare combination of brains and guns – looks good, too

**PRO RALLY 2002** 68%
Publisher Ubi Soft Issue #22
Passable induction to rallying, but not as good as *WRC*

**QUAKE 3 REVOLUTION** 85%
Publisher Bullfrog Issue #08
Bridging the gap between *Unreal* and *TimeSplitters*

**RALLY CHAMPIONSHIP** 56%
Publisher EA Issue #24
An average game with the occasional bad bit

**RALLY FUSION: RACE OF CHAMPIONS** 68%
Publisher Activision Issue #29
One of the better B-list rally games

**OPERATION RESURRECTION**
Publisher Activision Issue #38
A competent, sturdy shooter

**REZ** 66%
Publisher Sony Issue #18
Clever, but not half as innovative as it thinks it is

**RIDGE RACER 5** 72%
Publisher Namco Issue #01
Fast, undeniably attractive and always fun to play

**RIDING SPIRITS** 46%
Publisher Bam! Entertainment Issue #27
Fairly reasonable motorbike jaunt, but quite frustrating

**RING OF RED** 74%
Publisher Konami Issue #10
Lush battles and loads of strategy – a bit like chess

**ROBOTECH: BATTLECRY** 69%
Publisher TDK Mediactive Issue #30
Possibly the best-looking cartoon robot game out there

**ROBOT WARLORDS** 46%
Publisher Midas Interactive Issue #08
A derivative title that's very average

**ROBOT WARS: ARENAS OF DESTRUCTION** 63%
Publisher BBC Issue #16
Panic action that'll leave you grinning

**ROCKY** 84%
Publisher Rage Issue #29
Wins on points and nostalgia value

## THE TOP 5... FIRST-PERSON GAMES

Top Five

**1 TIMESPLITTERS 2** 95
Publisher Eidos
Stunning multiplayer action PLUS a massive, varied single-player mode too Funny, clever and exciting.

**HALF-LIFE 2** 90
Go on then. Moan about it being an old PC game. Yeah, but it's like the best PC game ever made Dumm...

**MEDAL OF HONOR: FRONTLINE** 89
War can be hell it can also be a brilliant FPS. Mid levels may plod, but early and late stages will astonish. Excellent.

**JAMES BOND AGENT UNDER FIRE** 88
*Nightfire* may be newer and 'better', but we prefer the original Be Bond in a masterful and massive FPS adventure.

**RED FACTION 2** 85
Lower-scoring than its brilliant (for the time) original, but definitely more refined, if still a little grimy round the edges.

**RATCHET & CLANK** 91%
Publisher SCEE Issue #29
A labour-of-love on every crafted level

**RAYMAN** 48%
Publisher Ubi Soft Issue #18
A blend of racer/platform/shooter and a right mess, too

**RAYMAN REVOLUTION** 68%
Publisher Ubi Soft Issue #05
The characters are for kids, the gameplay's for adults

**RAYMAN 3: HOODLUM HAVOC** 80%
Publisher Ubi Soft Issue #32
Addictive, insulating but invariably fun

**RC REVENGE PRO** 56%
Publisher Acclaim Issue #04
A diverting racer that doesn't take itself too seriously

**READY 2 RUMBLE: ROUND 2** 82%
Publisher Midway Issue #04
Boxing that looks good and makes you laugh

**RED CARD** 80%
Publisher Midway Issue #23
Arcade-paced action – not as good as *Pro Evolution*

**RED FACTION** 88%
Publisher THQ Issue #1
An entertaining action adventure, that's not without flaws

**RED FACTION 2** 85%
Publisher THQ Issue #29
An enjoyably brainless, highly destructive romp

**REIGN OF FIRE** 71%
Publisher Bam! Entertainment Issue #30
A flight sim with scales

**RESIDENT EVIL CODE: VERONICA X** 80%
Publisher Capcom Issue #13
This revisit to zombie hell is familiar, but scary, stuff

**RESIDENT EVIL: DEAD AIM** 68%
Publisher Capcom Issue #37
An intuitive control system and bags of atmosphere

**RESIDENT EVIL SURVIVOR 2 CODE: VERONICA** 41%
Publisher Capcom Issue #20
Slow, tedious and about as chilling as a week-old kitten

**RETURN TO CASTLE WOLFENSTEIN** 80%

**RTX RED ROCK** 55%
Publisher EidosAdvs Issue #38
Another hum-drum climb-ladders, solve-puzzles effort

**RUGBY** 80%
Publisher EA Issue #10
A damn fine – if a little simple at times – game of rugby

**RUGBY 2004** 84%
Publisher EA Issue #40
A mean game held back by unconvincing player movement

**RUMBLE RACING** 76%
Publisher EA Issue #16
Arcade-style knockabout racing at its idiotic best

**RUNE: VIKING WARLORD** 56%
Publisher Take 2 Issue #38
Visually inept at times, but still enough fun to interest

**RYGAR: THE LEGENDARY ADVENTURE** 78%
Publisher Tecmo Issue #33
A polished and enjoyable tale of Roman rivalry

**SAMURAI** 74%
Publisher Bam! Entertainment Issue #25
An excellent idea, reasonably well done

**SAVAGE SKIES** 67%
Publisher Big Ben Interactive Issue #34
Slightly bland air-based smoke- em-up

**SCOOBY-DOO: NIGHT OF 100 FRIGHTS** 64%
Publisher THQ Issue #25
Competently designed, by-the-numbers platforming

**SCRABBLE 2003 EDITION** 64%
Publisher Ubi Soft Issue #40
You're better off playing the board version

**SEEK & DESTROY** 69%
Publisher Sony Issue #39
For this price, you'll not find a better shooter

**SEGA BASS FISHING DUEL** 55%
Publisher Acclaim Issue #33
Shallow, dull and humourless

**SHADOW HEARTS** 60%
Publisher Midway Issue #21
Different in setting, clever in combat, but over-familiar

**SHADOW MAN: 2ECOND COMING** 68%

## THE TOP 5... PLATFORMERS

Top Five

**1 JAK 2: RENEGADE** 93
Publisher SCEE
Vast, well-built and bursting with distractions. How any other platformer can ever hope to match this is beyond us.

**RATCHET & CLANK** 91
Looks good, is expertly designed and has the most upgrades and options of any platformer, like, ever. It rules.

**JAK & DEXTER** 85
Out on Platinum and, despite it whiffing of 'PS2 does good platform adventure', it looks great, and has some neat ideas.

**MAXIMO** 84
A platform game for people who are really good at games. Tough and good looking, with a 'respect due' heritage.

**SLY RACOON** 80
Amazing cel-shaded graphics and some neat level designs make the *Racoon* something slightly different. And good.

MORE REVIEWS OVER THE PAGE...

## THE TOP 5... SHOOT-EM-UPS

### 1 FUR FIGHTERS

Publisher> Acclaim

86

Packed with humour, stuff to do and plenty of extras. Why can't all games be like this?

**STAR WARS: STARFIGHTER** — 85
Atmospheric, exciting and full of explosions – *Starfighter's* everything a *Star Wars* game should be.

**STAR WARS: JEDI STARFIGHTER** — 80
An attractive plot-driven shoot-'em-up that's engaging, intuitive and great fun to play.

**TWISTED METAL: BLACK** — 80
Fast, frenetic and a real puller. We like the way its addictively sick carnage plays.

**TIME CRISIS 2** — 78
A fantastic coin-op conversion that eclipses the original. Shooting things is as much fun as it ever was.

**STAR WARS: JEDI STARFIGHTER** — 80%
Publisher Activision Issue #22
Accomplished, attractive, plot-driven and bloody good fun

**STAR WARS: STARFIGHTER** — 85%
Publisher Activision Issue #09
Atmospheric, exciting, and full of explosions

**STAR WARS: SUPER BOMBAD RACING** — 45%
Publisher Activision Issue #31
A flawed karter despite having a diddy Darth Maul

**STAR WARS: THE CLONE WARS** — 69%
Publisher Activision Issue #33
A shameless tie-in with a few passable moments

**STATE OF EMERGENCY** — 75%
Publisher Take 2 Issue #20
Entertaining violence that's just a bit too shallow

**STREET FIGHTER EX3** — 79%
Publisher Capcom Issue #05
A worthwhile update of an elderly series

**STREET HOOPS** — 64%
Publisher Activision Issue #28
Gameplay imbalance turns this into a B-ball also-ran

**STUNTMAN** — 74%
Publisher Atari Issue #26
Frustrating, but gripping gameplay

**SUIKODEN 3** — 66%
Publisher> Konami Issue> #39
Without exciting CG or realtime battles, it falters

**SUMMER HEAT BEACH VOLLEYBALL** — 56%
Publisher> Acclaim Issue> #39
Competent, but nothing more than a diversion

**WALLACE AND GROMIT**
Publisher Atari Issue #28
Nicks all the best ideas from other games

**TEST DRIVE: OFFROAD WIDE OPEN** — 44%
Publisher Atari Issue #31
No originality – it's more reliant on luck than skill

**THEME PARK WORLD** — 68%
Publisher EA Issue #05
Capable of running itself without any help from you

**THING, THE** — 83%
Publisher Vivendi Issue #27
A brilliant adaptation of a unique movie

**THIS IS FOOTBALL 2003** — 74%
Publisher Sony Issue #28
Reasonable footy game, but an excellent player-manager

**THUNDERHAWK: OPERATION PHOENIX** — 70%
Publisher Eidos Issue #14
An explosive charge into occupied territory

**TIGER WOODS PGA TOUR 2004** — 81%
Publisher EA Issue #40
EA and Tiger bring home another winner

**TIME CRISIS 2** — 78%
Publisher Sony Issue #16
A fantastic coin-op conversion

**TIMESPLITTERS 2** — 95%
Publisher> Eidos Issue> #28
BEST FPS TITLE Zen-balanced gameplay

**TOCA RACE DRIVER** — 82%
Publisher Codemasters Issue #26
Stylish storytelling – but just not as good as *GT3*

**TOKYO XTREME RACER** — 38%
Publisher Ubi Soft Issue #15
No taunts, betting or revving up at the lights. Weak

**TOKYO ROAD RACE** — 45%
Publisher Midas Issue #36
A beige cardigan of a game

**TOMB RAIDER: THE ANGEL OF DARKNESS** — 58%
Publisher Eidos Issue #38
A plodding, fiddly and average action adventure

**TONY HAWK'S PRO SKATER 3** — 96%
Publisher> Activision Issue> #17
BEST EXTREME SPORTS A brilliantly-realised challenge

**TONY HAWK'S PRO SKATER 4** — 94%
Publisher Activision Issue> #30
BEST SPORTS Free-roaming, tough and addictive

**TOP GEAR DARE DEVIL** — 62%
Publisher Planet Issue #04
Like an attractive 3D *Pac-Man*, only in small cars

**TOP GUN: COMBAT ZONE** — 67%
Publisher> Virgin Interactive Issue #16
Limited, low-level mission structure

**TOTAL IMMERSION RACING** — 74%
Publisher> Empire Interactive Issue> #31
A well-executed, albeit less in-depth, *GT3* substitute

**TRANSWORLD SURF** — 72%
Publisher Atari Issue #26
An enjoyable first attempt at digital surfing

**TREASURE PLANET** — 75%
Publisher Sony Issue #29

Publisher Acclaim Issue #20
Brave, enjoyable, but ultimately flawed

**SHADOW OF MEMORIES** — 80%
Publisher Konami Issue #06
Play through it a few times to really appreciate it

**SHIFTERS** — 40%
Publisher SDC Issue #24
Save your cash for *Onimusha 2*

**SHINOBI** — 75%
Publisher SA Issue #35
A worthy challenge for any gamer

**SHOX** — 61%
Publisher SA Issue #25
Fails to show off enough to make it a must-have

**SHREK SUPER PARTY** — 58%
Publisher TDK Mediactive Issue #33
Fine – with lots of friends and lots of alcohol

**SILENT HILL 3** — 87%
Publisher Konami Issue #36
Lacks tension until the amazing last few hours

**SILENT SCOPE 3** — 54%
Publisher Konami Issue #31
We completed this in four hours. *Four hours*

**SILPHEED** — 51%
Publisher> Working Design Issue> #03
Burns bright to the bitter, but quickly finished, end

**SIMPSONS ROAD RAGE, THE** — 76%
Publisher EA Issue #16
Feels lightweight next to *Crazy Taxi* But great design

**SIMS, THE** — 85%
Publisher EA Issue #31
Genuine effort has been put into the conversion

**SKY ODYSSEY** — 79%
Publisher SCEE Issue #08
Hugely addictive with a real sensation of flight. Chilled

**SLAM TENNIS** — 77%
Publisher Atari Issue #25
Smart arcade-style tennis sim – similar to *Virtua Tennis*

**SLED STORM** — 76%
Publisher EA Issue #21
Very fast, very samey and too damn short

**SLY RACCOON** — 80%
Publisher SCEE Issue #31
Beautifully cel-shaded thief-em-up

**SMASH CARS** — 54%
Publisher> Metro 3D Issue> #39
It looks nice, but there's no reason to get excited by it

**SMASH COURT TENNIS: PRO TOURNAMENT** — 87%
Publisher SCEE Issue #23
Up there with the best sports titles on PS2

**SMUGGLER'S RUN** — 75%
Publisher Take 2 Issue #05
Not enough one-player depth to really engage

**SMUGGLER'S RUN 2: HOSTILE TERRITORY** — 77%
Publisher Issue #17
Too intense and samey

**SOCOM: US NAVY SEALS** — 82%
Publisher SCEA Issue #30
Well worth a look, but you'll need broadband

**SOLDIER OF FORTUNE: GOLD EDITION** — 64%
Publisher Codemasters Issue #23
A PC port that's a fraction of the game it should be

**SOS: THE FINAL ESCAPE** — 81%
Publisher Agetec Issue #33
A well-balanced, gripping and funny action adventure

**SOUL CALIBUR 2** — 93%
Publisher> Namco Issue> #40
BEST BEAT-EM-UP The Brad Pitt in the Fight Club that is PS2

**SOUL REAVER 2** — 78%
Publisher Eidos Issue #21
A total revamp – not fresh, but still tasty

**SPEED KINGS** — 55%
Publisher Acclaim Issue #37
Fast, but frustrating – not nearly fun enough

**SPIDER-MAN: THE MOVIE** — 70%
Publisher Activision Issue #22
Very hard in places, but still good fun

**SPLASHDOWN** — 75%
Publisher Atari Issue #18
High-adrenaline racing can't atone for the lack of innovation

**SPLASHDOWN 2: RIDERS GONE WILD** — 75%
Publisher THQ Issue #40
Arcade fun for racers not wanting the chore of gear change

**SPLINTER CELL** — 91%
Publisher> Ubi Soft Issue> #34
The ultimate 'boys with toys' action adventure

**SPY HUNTER** — 79%
Publisher Midway Issue #18
A beautifully crafted thrill with an vast sense of style

**SPYRO: ENTER THE DRAGONFLY** — 68%
Publisher> Universal Interactive Issue #30
A breezy, traditional platformer

**SSX TRICKY** — 95%
Publisher> EA Issue #16
Very cool. Compulsive gameplay and riotous effects

**STARSKY & HUTCH** — 77%
Publisher Empire Issue #38
Top entertainment in the co-op mode

**STAR TREK VOYAGER: ELITE FORCE** — 75%
Publisher Codemasters Issue #22
Frayed around the edges, but it plays tightly enough

**STAR WARS: BOUNTY HUNTER** — 62%
Publisher Activision Issue #31
Without the Star Wars link, you'd barely look twice

## THE TOP 5... FOOTY

### 1 PRO EVOLUTION SOCCER 2

Publisher> Konami

94

Despite it receiving a fraction less than its predecessor, if you don't own *Pro Evo*, get this first...

**FIFA 2003** — 81
Cast aside your preconceptions – *FIFA 2003* is finally a contender, and makes for a refreshing alternative.

**RED CARD** — 80
More in-depth than the throat-kicking gimmick suggests, *Red Card* hovers on greatness – but can't quite last the full 90 minutes.

**ISS 3** — 78
Altogether, it's a great little game of football – but in the arcade stakes, the licence of *FIFA* ultimately crushes its resolve.

**THIS IS FOOTBALL 2003** — 74
Plays a solid, dependable workman-like game of footy, with a vast amount of competitions and leagues.

**SUMMONER** — 70%
Publisher THQ Issue #07
A game with massive aspirations

**SUMMONER 2** — 73%
Publisher THQ Issue #29
Usurps the original, but not much inspiration or invention

**SUM OF ALL FEARS, THE** — 57%
Publisher UBI Soft Issue #29
Repetitive, short and unimaginative

**SUPER BUST-A-MOVE** — 78%
Publisher Acclaim Issue #04
Little more than a buffing up of the classic game

**SUPERMAN: SHADOW OF APOKOLIPS** — 48%
Publisher Atari Issue #29
Great hero, very average game

**SUPER TRUCKS** — 45%
Publisher> Jester Interactive Issue> #22
Slow and bland – will only appeal to Super Truck fans

**SWING AWAY GOLF** — 70%
Publisher EA Issue #05
A round of golf with ludicrous cartoon characters

**SX SUPERSTAR** — 53%
Publisher Acclaim Issue #38
Predictable, benign, non-event of a game

**TAZ: WANTED** — 70%
Publisher Atari Issue #28
Great fun for a quick platforming fix

**TD OVERDRIVE** — 64%
Publisher Atari Issue #23
Fast and fun, but lacks innovation

**TEKKEN 4** — 90%
Publisher> SCEE Issue> #27
PS2's premier fighter

**TEKKEN TAG TOURNAMENT** — 87%
Publisher SCEE Issue #04
The genre-defining master of violence

**TENCHU: WRATH OF HEAVEN** — 70%
Publisher> Activision Issue #32
Good, but lacks attention to detail

**TERMINATOR: DAWN OF FATE** — 49%

## THE TOP 5... ALL TIME BEST

### 1 GRAND THEFT AUTO: VICE CITY

Publisher> Rockstar

97

Yes, it's PSM2's favourite game ever. It's all about freedom, a great storyline and superlative gameplay.

**SSX3** — 94
The most amazing threequel - builds on everything that's gone before and then some. You owe it to yourself to play this. It's a cracker.

**TIME SPLITTERS 2** — 96
One of the main devices for the removal of PSM2 spare time. And single-player mode is cool too.

**PRO EVOLUTION SOCCER 2** — 94
The best football game we've ever played – and still do play at least once a day. It's no sim, but it's perfect.

**TONY HAWK'S PRO SKATER 4** — 94
Better than *Tony 3* and pretty much at the peak of what can be done in a skateboarding game. Until *THUG*...

Not that polished, but not a decision you'd regret

**TRIBES: AERIAL ASSAULT** 74%
Publisher > Vivendi Issue > #37
The lumbering state of play is an aquired taste

**TUROK EVOLUTION** 71%
Publisher > Acclaim Issue > #47
A conventional shooter that replicates rather than innovates

**TWISTED METAL: BLACK** 80%
Publisher > Sony Issue > #32
Fast and frenetic – we like the way this sick carnage plays

**TY THE TASMANIAN TIGER** 50%
Publisher > EA Issue > #29
Made with the most soulless corporate agenda in the world

**UEFA CHALLENGE** 56%
Publisher > Atari Issue > #12
Stilted animation and odd ball movement Shame

**UEFA CHAMPIONS LEAGUE 2001/02** 48%
Publisher > Take Two Issue > #18
A competent footy game overwhelmed by irritating flaws

**UFC: THROWDOWN** 75%
Publisher > Ubi Soft Issue > #27
A well-realised game offering something genuinely different

**UNREAL TOURNAMENT** 82%
Publisher > Atari Issue > #07
Excellent single-player mode Fails badly in multiplayer

**VAMPIRE NIGHTS** 59%
Publisher > SCEE Issue > #21
A valiant attempt to extend the life of a lightgun shooter

**VEXX** 73%
Publisher > Acclaim Entertainment Issue > #34
Challenging, but bogged down with petty nuances

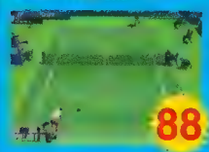
**VICTORIOUS BOXERS** 80%
Publisher > Empire Interactive Issue > #14
This realistic boxer falls just short of greatness

**VIRTUA COP: ELITE EDITION** 44%
Publisher > Acclaim Issue > #30
Looks as tired as it plays

## THE TOP 5... SPORTS

Top Five

### 1 VIRTUA TENNIS 2
Publisher > Acclaim



88

A brilliant PS2 game rather than a brilliant basketball sim By ditching the 'sim' guff, they've created a monster.

### MADDEN 2003
Publisher > EA

American football game If you've at least a passing interest in the sport, then this is for you

87

### NBA STREET VOLUME 2
Publisher > EA

If you like your basketball with a hint of those Nike freestyle ads, then you'll love this We've still got love for the street

85

### TIGER WOODS PGA TOUR 2004
Publisher > EA

Like eating all the golf pie, then finding another slice in your beard Adds more options to the best golf game on PS2

81

### RUGBY
Publisher > EA

Exactly what it says – a perfect recreation of rugby on your PS2 Looks good, plays well A treat for fans of the art.

80

**VIRTUA FIGHTER 4 EVOLUTION** 87%
Publisher > Sega Issue > #36
A much engrossing and accomplished fi

**VIRTUAL-ON: MARZ** 56%
Publisher > Sega Issue > #39
Deceptively deep, but no match for the big boys

**VIRTUA TENNIS 2** 88%
Publisher > Acclaim Issue > #30
The most complete tennis game around

**V-RALLY 3** 81%
Publisher > Atari Issue > #29
A solid satisfying racer

**WACKY RACES** 63%
Publisher > Atari Issue > #11
Looks nice, but let down by some really annoying flaws

**WAKEBOARDING UNLEASHED: FEATURING SHAUN MURRAY** 65%
Publisher > Activision Issue > #37
Akin to *Hawk's* on water – but not as good

**WALLACE AND GROMIT IN PROJECT ZOO** 69%
Publisher > Bam! Issue > #41
Full of Aardman quality, but for Wallace worshippers only

**WARHAMMER 40,000: FIRE WARRIOR** 65%
Publisher > THQ Issue > #40
Nowhere near the top rank of FPS shooters

**WAR OF THE MONSTERS** 89%
Publisher > SCEE Issue > #34
The annoyance cancels out the fun

**WDL THUNDER TANKS** 69%
Publisher > SCi Issue > #05
It's basic and linear, but get into it and it's surprisingly fun

**WEAKEST LINK, THE** 60%
Publisher > Activision Issue > #16
Stinks of quality and does the job properly

**WHO WANTS TO BE A MILLIONAIRE 2** 53%
Publisher > Eidos Issue > #37
If you're having a crap party then rent this

**WILD ARMS 3** 71%
Publisher > Ubi Soft Issue > #33
Surprisingly non-plodding and punchy for a role player

**WILD WILD RACING** 71%
Publisher > Rage Issue > #03
Frustrating controls make this an exasperating ride

**WIPEOUT FUSION** 73%
Publisher > Sony Issue > #19
Other killer apps on PS2 relegate this to a shiny sequel

**WOODY WOODPECKER: ESCAPE FROM BUZZ BUZZARD'S PARK** 49%
Publisher > EA Issue > #30
*Another* squiffy cel-shaded platformer

**WORLD CHAMPIONSHIP SNOOKER 2003** 78%
Publisher > Codemasters Issue > #37
Bigger and better than the previous incarnations

**WORLD RALLY CHAMPIONSHIP 2** 85%
Publisher > Ubi Soft Issue > #29
A mish-mash of ideas that'seager to please, but more likely to annoy

**WORMS BLAST** 57%
Publisher > SCEE Issue > #21
One for true enthusiasts and no-one else

**WRECKLESS: THE YAKUZA MISSIONS** 38%
Publisher > Activision Issue > #30
Loud and daft

**WTA TOUR TENNIS** 36%
Publisher > Konami Issue > #22
Woefully inept attempt at tarting up dull tennis

**WWE CRUSH HOUR** 49%
Publisher > THQ Issue > #37
Buckets of enthusiasm, but way too basic and shallow

**WWE SMACKDOWN! SHUT YOUR MOUTH** 82%
Publisher > THQ Issue > #29
Astounding for fans, adequate for everyone else

**WWF SMACKDOWN! JUST BRING IT** 80%
Publisher > THQ Issue > #16
More a next-gen tweaking of *Know Your Role*

**XGRA: EXTREME G RACING ASSOCIATION** 75%
Publisher > Acclaim Issue > #40
A nice attempt at dark, futuristic racing

**X-MEN: NEXT DIMENSION** 67%
Publisher > Activision Issue > #31
A heroic effort, let down by an uneven fighting system

**X-MEN: WOLVERINE'S REVENGE** 75%
Publisher > Activision Issue > #36
Engrossing and addictive, but far inferior to *Splinter Cell*

**X SQUAD** 59%
Publisher > EA Issue > #06
Average Bland graphics and poor puzzles don't help

**YU-GI-OH! DUELLISTS OF THE ROSES** 62%
Publisher > Konami Issue > #41
Decently strategic card-battling, but a little opaque

**ZONE OF THE ENDERS: THE 2ND RUNNER** 79%
Publisher > Konami Issue > #35
All the looks and depth of a photo of Heidi Klum

## PHEW, THAT'S IT...

Now you know all the games worth buying and all the lemons you should avoid. Don't buy a game until you've consulted PSM2 first. Reckon your PS2 knowledge is a bit lacking? Then cut out these pages or carry them with you. Always

## PSM2'S BROWN ZONE

THE 51 PS2 GAMES EVER MADE

**4X4 EVOLUTION 2** 36%
Issue > #51 A semi-crossing between a car and a goat

**18 WHEELER** 34%
Issue > #19 Snooze

**AIR RANGER RESCUE HELICOPTER** 24%
Issue > #29 Feeble 3D good helicopter

**ALPINE RACER 3** 30%
Issue > #31 An utterly

**ARMY MEN: GREEN ROGUE** 18%
Issue > #31 Well rather dance on broken glass

**ATLANTIS 3: THE NEW WORLD** 19%
Issue > #21 This is a relic from a forgotten

**BUTT UGLY MARTIANS: ZOOM OR DOOM** 34%
Issue > #30 Faced with this we choose doom

**CHARLIE'S ANGELS** 14%
Issue > #39 Even if it was

**CRASHED** 31%
Issue > #28 Feels like

**DAVID BECKHAM SOCCER** 24%
Issue > #24 A tragic, barely playable

**DISNEY'S DINOSAUR** 35%
Issue > #06 Crap game of crap

**DNA: DARK NATIVE APOSTLE** 37%
Issue > #16 Makes you

**DONALD DUCK: QUACK ATTACK** 29%
Issue > #06 Stunningly basic and enormously

**ETERNAL RING** 25%
Issue > #02 An unfinished

**EVIL TWIN: CYPRIEN'S CHRONICLES** 30%
Issue > #19 So French it hurts

**FLINTSTONES, THE: VIVA ROCK VEGAS** 13%
Issue > #18 An insult to

**FRANK HERBERT'S DUNE** 22%
Issue > #20 Remedial AI plus ham-fisted controls

**FROGGER BEYOND** 35%
Issue > #29 Too simplistic for adults, too difficult for kids

**GAUNTLET** 32%
Issue > #10 Big

**GODAI** 26%
Issue > #33 Every

**GO GO GOLF** 15%
Issue > #16 It's

**GRADIUS 3 & 4** 29%
Issue > #02 Like

**HIDDEN INVASION** 21%
Issue > #50 Pendulum

**INTERNATIONAL LEAGUE SOCCER** 07%
Issue > #12 The worst football game EVER

**IRON ACES 2** 17%
Issue > #20 Confusing

**JET ION GP** 07%
Issue > #23 Worst

**KNIGHT RIDER** 27%
Issue > #30 An

**LAKEMASTERS EX** 36%
Issue > #22 Half the price

**LARGO WINCH: EMPIRE UNDER THREAT** 11%
Issue > #56 Smug, hateful character in a vile game

**LONDON RACER 2** 23%
Issue > #30 Drive, drive Honestly, this is crap

**MARY-KATE AND ASHLEY: SWEET 16 LICENSED TO DRIVE** 33%
Issue > #36 This game is utter misery

**MUSIC MAKER** 23%
Issue > #19 Unintentionally hilarious

**PERFECT ACE PRO TENNIS** 38%
Issue > #38 An average tennis game that's way too basic

**POLAROID PETE** 35%
Issue > #18 Like a bad game from ten years ago

**POWERPUFF GIRLS, THE** 29%
Issue > #51 Only challenging for drooling toddlers

**PRYZM: THE DARK UNICORN** 15%
Issue > #30 We never want to play this again Ever

**RC SPORTS COPTER CHALLENGE** 36%
Issue > #29 About as much fun as pulling your eyelash es out

**RUNABOUT 3** 22%
Issue > #30 The handling is frikkin awful

**SALT LAKE 2002** 39%
Issue > #19 Lacks an arcade's punch of a sims substance

**SCORPION KING, THE: RISE OF THE AKKADIAN** 23%
Issue > #29 Cack-handed combat

**SEGA SOCCER SLAM** 36%
Issue > #30 A lazy attempt at fun footy

**SHADOW OF ZORRO** 35%
Issue > #20 Too clumsy to even approach 'fun'

**SHAUN PALMER'S PRO SNOWBOARDER** 35%
Issue > #18 Lacks the flair and playability of its rivals

**SIMPSONS SKATEBOARDING, THE** 09%
Issue > #33 Worst Game Ever!! Nearly

**SKY SURFER** 29%
Issue > #06 Badly conceived and shoddily executed. Avoid.

**SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION** 23%
Issue > #36 Monsieur Villeneuve needs better glasses.

**STUNT GP** 38%
Issue > #16 Don't bother playing it twice

**SUNNY GARCIA SURFING** 33%
Issue > #21 Water, water eyewhere... and what's the point

**SUNNY GARCIA SURFING** 33%
Issue > #21 Water, water eyewhere... and what's the point

**SUPERCAR STREET CHALLENGE** 36%
Issue > #18 Spend £30 on *Burnout* instead

**SURFING H30** 32%
Issue > #05 Linear levels and weak graphics – a damp squib

**SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE** 08%
Issue > #26 An absolute shocker

**TETRIS WORLDS** 32%
Issue > #23 Pointless fingering of an old-skool puzzler

**TOP ANGLER** 22%
Issue > #22 Plays like a damp dog

**TWIN CALIBER** 32%
Issue > #28 Bendy limbed stupid auto-pilot shooter

**USA RACER** 37%
Issue > #36 Driving at its most tepid

**WARRIORS OF MIGHT & MAGIC** 24%
Issue > #09 The terrible level design is just for starters...

**WDL WAR JETZ** 29%
Issue > #69 Love Hewitt-thin, inadequate gameplay

**WHIRL TOUR** 34%
Issue > #35 Scooters? Don't even go there

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Pummel opponents with over 15 weapons



Race 18 mind-bending tracks



Battle for bragging rights in multiplayer mode






**Battle for the chequered flag with Crash, friends and foes. Use missiles, bombs, tornadoes and more to pass or blast up to 4 friends in multiplayer mode. Race to win... using any means you can.**

PLAYSTATION 2 MAGAZINE
PSM2

# PRO TIPS

TRAINING YOU IN THE DARK ARTS OF P

トクセンジョウホウ

PETER SOULS: The best fightin' game ever? And then some. Believe it. BELIEVE!

## IF ONLY CHEATS WERE LIKE LADIES. THEN WE'D BE JOLLY POPULAR INDEED.

DAN D

**Football. Football! Game of kings! And footballers. And lucky owners of the PlayStation 2 videogames machine, as verily, the beautiful game has just got even, er, beautifuller, with the advent of the honey-sweet virtual-sport *Pro Evolution Soccer 3*. 'Tis a thing of delight. So delightful that even though it's simply a load of digital ones and zeros imprinted onto a shiny disc, it's as sexually attractive to man as that picture of Shannon Elizabeth we keep using whenever we do a *James Bond: Everything* or Nothing preview. You know, the one that gets Jonnie all a-quiver. With the see-through top? Yeah. *That* one.**

Anyhoo, what with *PES3* available for you to purchase and play until your hands wither and hook into spavined Dualshock-ruined claws, this month's Pro Tips is a little *PES*-heavy. The game has just taken its one-millionth pre-order after all, which pretty much guarantees it to be, what we like to scientifically term, a 'big seller'.

Which in itself is jolly pleasing. *PES3* might not have the real names or teams – pshaw! Who needs 'em, eh? Oh – but it's the best darn footy game ever made, and it's heartening that sheer playability still counts fer summat in a world of licences and cruel corporate despotism. So run free and wild, my children, like the naked forest-dwellers, and prepare to receive our bounty like a gift from on high. Truly, PSM2 is the mag that keeps on giving. And now I must lie down in a darkened room. Goodnight.

**NEED HELP?**

Are you cack-handed at *Kessen*? Boarding like a berk in *SSX*? Or have you got some advice you'd like to give to other readers? Then email us at PSM2@futurenet.co.uk or write to us at the usual address.

**PSM2 PRO TIPS ARE POWERED BY** AR2 V2

## PSM2'S MANIFESTO

**PSM2's TIPS ARE:** An in-depth guide to the titles you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential title in detail, but keep you up-to-date with all the things that entertain, challenge or amuse us in our everyday gaming.

**PSM2's TIPS AREN'T:** Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

›the pick of what's new トクセンジョウホウ

# HOT TIPS

If tips can be considered hot, then these are surely the videogame equivalent of jalapeno peppers up yer ass.

## SOUL CALIBUR 2

Fighting. It comes to all men. I mean, who doesn't like a good, hard fight? Queensberry rules and all that. Bit unsporting when you've got a honking great sword, mind. But that's the way things are going these days. It's just not the same as when I were a lad. It was your bare knuckles and a tight pair of pants. (Dies)

**Fight as Assassin**

Complete Weapon Master mode once. On your second play-through, complete the 'Crystal Mine' stage in chapter eight in both Normal and Extra missions. This will open a path to sub-chapter three – complete the extra mission for the second stage here ('Castle of the Damned'). Complete the level to unlock Assassin.

**Fight as Beserker**

Complete Weapon Master Mode then, on your second play-through, complete sub-chapter one (the dungeon where you fight loads of Beserkers). Beserker will then be available in all modes except Weapon Master mode. He's, well, just like Astaroth. But not quite as good, we reckon. He's a big fella, though. Reeeeal big.

**Fight as Lizardman**

Successfully complete sub-chapter two in Weapon Master mode. This will unlock Lizardman, who can be used in any two-player modes, but only practice mode as far as single-player modes are concerned. He might seem like a Cassandra/Sophitia knock-off, but we like him. The scaly little beggar. Honestly, what's not to love?

# TIP OF THE MORNIN'

## THE SIMPSONS: HIT AND RUN

Ah, The Simpsons. Love 'em. Always have done, even when the show was just utterly dreadful minute-long shorts on – get this – the Tracey Ullman Show. THE TRACEY ULLMAN SHOW! For the love of little baby Jesus. Sadly, we've not always been able to love Simpsons games – but *Hit and Run* is quite the different kettle of fish. It's darn good, for a start. But what to do with all those cards you can collect in the game? Glad you asked...

Collect all the cards in the game then go to Lisa's level. Head to the Android's Dungeon comic shop. Talk to Comic Book Guy and buy a ticket – head over to the Aztec theatre to watch a brand-new Itchy and Scratchy cartoon created especially for the game. ESPECIALLY FOR THE GAME! Incredible!

**Sub-chapter 2**

To unlock sub-chapter two (which you need to beat to unlock Lizardman) complete chapter four. Once your character reaches level 72 – which will take some not-inconsiderable time, if you ask us – complete chapter four again; this will open up sub-chapter two. It contains eight levels; beat them all and Lizardman will be unlocked, with the happy bonus of an extra 7,500 experience points for all missions you complete thereafter. Now that's a nice little surprise, isn't it? Yes. it is.

# PRO EVO SOCCER 3

**Team Names**

Rekordmeister? What's all that about? Has the world gone completely mad? Hmm? Well, here's the complete list of Master League teams, out in the actual real world.

**Bruselles - Anderlecht**
**Praha - Sparta Prague**
**North London - Arsenal**
**WM Village - Aston Villa**
**Lancashire - Blackburn**
**West London Blue - Chelsea**
**Merseyside Blue - Everton**
**West London White - Fulham**
**Yorkshire - Leeds United**
**Merseyside Red - Liverpool**
**Lloyd - Manchester City**
**Trad Bricks - Manchester United**
**Tyneside - Newcastle United**
**North East London - Tottenham Hotspur**
**East London - West Ham**
**Azur - Monaco**
**Bourgogne - Auxerre**
**Aquitaine - Bordeaux**
**Rhone - Olympique Lyonnais**
**Languedoc - Marseille**
**Normandie - Paris St. Germain**
**Nord - RC Lens**
**Rhein - Bayer Leverkusen**
**Rekordmeister - Bayern Munich**
**Westfalen - Borussia Dortmund**
**Hanseaten - Hamburg**
**Hauptstadt - Hertha Berlin**
**Ruhr - Schalke 04**
**Weser - Werder Bremen**
**Peloponnisos - Olympiakos**
**Athenakos - Panathinikos**
**AC Milan - AC Milan**
**AS Rome - AS Roma**
**I Dotti - Bologna**
**Rondinelle - Brescia**
**I Mussi - Chievo**
**Longobardi - Internazionale**
**Piemonte - Juventus**
**Lazio - Lazio**
**Parma - Parma**
**Tiberina - Perugia**
**Triveneto - Udinese**
**Museumplein - Ajax**
**Coolsinge - Feyenoord**
**Stadhuisplein - PSV Eindhoven**
**Lisbonera - Benfica**
**Puerto - Porto**
**Esportiva - Sporting Lisbon**
**Valdai - Spartak Moscow**
**Old Firm Green - Celtic**
**Old Firm Blue - Rangers**
**Manzanares - Athletico Madrid**
**Guadalquivir - Real Betis**
**Galicia Sur - Celta Vigo**
**Galicia Norte - Deportivo La Coruna**
**Cataluna - Barcelona**
**Chamartin - Real Madrid**
**Donosti - Real Sociedad**
**Naranja - Valencia**
**Constantinahce - Fenerbahce**
**Byzantinobul - Galatasary**
**Marmara - Dynamo Kiev**

**Player Names**

No more Oranges – here's the Dutch and Welsh rosters if you're really bothered about who's who. Ooh, bet that comment upset some of you, eh?

**NETHERLANDS**
GK1/Edwin van der Sar
GK23/Sander Westerveld
DF3/Jaap Stam
DF4/Frank de Boer
DF14/Fernando Ricksen
DF13/Andre Ooijer
DF/2 Michael Reiziger
DF5/Giovanni Van Bronckhorst
MF8/Phillip Cocu
MF6/Edgar Davids
MF19/Rafael van der Vaart
MF15/Mark van Bommel
MF17/Paul Bosvelt
MF18/Clarence Seedorf
MF/6 Ronald de Boer
FW7/Boudewijn Zenden
FW22/Andy van der Meyde
FW10/Patrick Kluivert
FW9/Ruud van Nistelrooy
FW21/Jimmy Floyd Hasselbaink
FW12/Pierre van Hooijdook
FW20/Roy Makaay
FW11/Marc Overmars

**WALES**
GK1/Paul Jones
GK21/Danny Coyne
GK23/Darren Ward
DF4/Andy Melville
DF3/Robert Page
DF7/John Robinson
DF2/Mark Delaney
DF16/Kit Symons
DF13/Steve Jenkins
DF17/Darren Barnard
MF6/Rob Savage
MF10/Gary Speed
MF22/Simon Davies
MF5/Mark Pembridge
MF18/Carl Robinson
MF19/Andy Johnson
MF12/Matthew Jones
FW11/Ryan Giggs
FW9/Craig Bellamy
FW8/John Hartson
FW20/Nathan Blake
FW14/Robert Earnshaw
FW15/Gareth Taylor

**NUTMEG:** A fragrant spice that goes particularly well with creamed spinach

# CHEAT AND TWO VEG

It's just an excuse for some awful puns. Run, people! Run!

Hello darlings! Brussel Harty here. You may remember me from being twatted in the throat by an in-season Grace Jones. She couldn't keep her hands off me, dirty trollop. But anyway, that incident isn't all I'm famous for. Really. Fate's cruel hand dealt me the body and head of a brussel sprout, after all, and if that's not unusual I don't know what is. Thankfully, my leafy form protected me from the worst of Ms. Jones' lust crazed depredations and dirty, pawing grasp and I lived to interview another day. At least until I died, anyway. Bugger. But *Freedom Fighters*, eh?A jolly good game indeed. If you want to be invincible, press △, ⊗, ⊡, ⊙, ⊡, → during game play. Great.

This is my new best friend, Jasper Carrot.

©Rex

**NEXT MONTH**

Oh, we don't know, something mildly amusing involving the words 'King Edward', probably.

# AR2 V2

**THE BEST NEW CODES FOR YOUR ACTION REPLAY 2**

You must enter the M code first for these codes to work.

**Conflict Desert Storm 2(M)**
0E3C7DF2
1853E59E
EE8D8D7A
BCBA0DC6

**Infinite Health**
DE88844A
F8AADE99
DE888452
682A9BE3

**Infinite MedPacks**
DE83AB52
BCA99B83

**Disable AI**
DEA1C922
BCA99B84

**Infinite Grenades**
DE84F98E
BCA99B83

**Infinite Ammo**
DE83B4EA
E0AB9E6A
BCA99B83

**Infinite Ammo Main Weapon**
DE83FCB6
BCA99B83

**Soul Calibur 2 (M)**
0E3C7DF2
1853E59E
EE90D59A
BCD7C4AA

**Sophitia**
FEA4B02E
BCA99B86

**Cervantes**
FEA4B02A
BCA99B86

**Seung Mina**
FEA4B029
BCA99B86

**Lizardman**
FEA4B035
BCA99B86

**Yoshimitsu**
FEA4B028
BCA99B86

**Assassin**
FEA4B034
BCA99B86

**Charade**
FEA4B02B
BCA99B86

**Berserker**
FEA4B037
BCA99B86

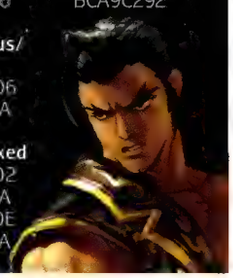
**Dark Chronicle (M)**
0E3C7DF2
1853E59E
EE8CE16A
BCBBB0FA

**MAXIMILIAN CODES**
**Infinite Health**
D1DAE446
00225B83
D1DAE442
00225B83
D1DADBDA
BF909E6A
D1DADBE6
BF909E6A
D1DADBE2
BCA99E6A

**WHP Increases**
D1DADBEA
BC0C9BE6

**Infinite Fishing Points**
D1DADBEA
BCA9C292

**Max Bonus/ Attack**
D1DADBD6
BF909E6A



**Stats Maxed**
D1DADBD2
BF909E6A
D1DADBDE
BF909E6A

# PRO TIPS

"TEST AN EXPERT"

# TEST... TONY HAWK

The man is surely too old to skate... but not too old to tip. See what we did there? Eh? Eh? Eh? (Dies)

**BALL ORDER:** Ah, football. It's the loveliest thing ever. Lovely, we tell you. Lovely! Mmm.

**WHITE DREDDING:** Arresting people is easy when you're a fascist future cop with a big gun.

## PES 3

**Dear PSM2,**

Can you tell me all the skill moves for *PES3*?

*Darren Ferdinand, via email*

**Don't ask for much, do you? Sheesh. Here y'go matey...**

**Shot Feint 1 = ⊗ + ⊡**

**Shot Feint 2 (Ronaldo style) = ⊗ + ⊡ + ↑ or ↓.**

**Dummy = Hold R1 and nothing else.**

**Triple Stepover = L1 x3.**

**Single Stepover = R2 x2.**

**360 Zidane Spin = Rotate the Right analogue stick 360 degrees.**

**Sideside = R2 + ← or →.**

**Auto Sidestep = R2, ← or → and let go of everything.**

**Backwards Dribble = Sidestep followed immediately by pressing and holding backwards.**

**Nutmeg = Auto sidestep and press forward when the opposing player is closing in.**

**Hit and Run = Same as above.**

**Overhead Flick = Use a long pass and direct your player towards the high ball so that he chests or knees it, then pull the opposite direction on the d-pad.**

**Double Shot Feint = ⊡, ⊡ + ⊗.**

**Triple Shot Feint = ⊡, ⊡, ⊡ + ⊗.**

**Fake Shot followed by Chip = ⊡, ⊡, Hold L1.**

**Flick and Volley = Press the opposite direction to which you are facing when the ball is knee to chest height. Followed by ⊡.**

**High Knock and Go = As you receive the ball hold R1 and push the d-pad in the direction you are running.**

**Chest and Go = As you receive the ball hold R1 and push the d-pad in the direction you are running (Must be chest height).**

**Chest and Volley = Hold R1 when receiving the ball without pushing the d-pad then volley with Square.**

*Y'know, when I was a wee bairn back in the Weimar, I strapped some castors to the bottom of mama's ironing board – and hey presto! I invented skateboarding. Nurse! Where's my anusol?*

## PES3, AGAIN

**Dear PSM2,**

I thought the team rosters in *PES3* were meant to be up-to-date? They're plainly not. Please tell me if there's any way to fix this as I'm going totally mental here...

*Faisal Q. Ibrahim, Glasgow*

**FINAL FAN-LASSIE:** Years later Una and pals are still stumping PSM2 adventurers every month.

**Yup, the player rosters are *waaay* out of date, despite Konami's fudged promises to the contrary. Thankfully, you can unlock a Free Transfer mode, letting you switch players between clubs as you see fit. Simply visit the *PES* shop and buy the Free Transfer mode for 10,000 WEN. Don't sweat – you earn over 2000 WEN for winning the International Cup, over 2000 for winning the league and over 1000 for winning each regional cup (Europe, S.America, Asia etc). You also get over 1000 WEN for beating level five on each training challenge, so you should raise the WEN in no time. Now you've just got to move Crespo, Mutu, Duff and Bridge to Chelsea. And Johnson. And Veron. And Makelele. And...**

*I taught Groucho Marx to 'board, you know. He said to me, "Tony – one day you'll be too old for this shit". How right he was. Still, he's dead now.*

## JUDGE DREDD

**Dear PSM2,**

Got any tips for dealing with those pesky Death Cultists in Judge Dredd: Dredd Vs. Death? I can't seem to make 'em surrender.

*Bill McGill, Manchester*

**Tricky beggars, they are. Death cult disciples will always surrender if you kill the Cult Guard who accompanies them first. Oh, and disarming them will also make them surrender. If you're worried about your end-of-level rating, be aware that none of the Death Cultists will surrender on chapter 10 (Undercity) or chapter 11 (Deadworld) – gits. Finally the key to getting a Judge Dredd rating in chapter three (Docks) is to keep it cautious and kill no one except Death Cult Guards and Necrus himself. Arrest everyone else. There you go, job done.**

*There was a time when a 360 nollie pressure flip to handstand grind and triple axle switch 900 would excite me – in several ways. Now the erectile tissue simply doesn't work. That's life, eh?*

## BAFFLED?

**SHARE YOUR SUFFERING WITH PSM2...**

Next month, we'll have an entirely new tips guru at the helm – Scorpion, or Dr Spong from *Haven*, perhaps. Or possibly someone actually funny. Don't be shy, if you've got a gaming conundrum, send your query to... Test an Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or email it to PSM2@futurenet.co.uk

## BYTESIZE

**TIGER WOODS 2004**
**Some case-sensitive passwords for you. THEKITCHENSINK - All Courses and Golfers. 4REDSHIRTS - Open Sunday Tiger. ACEINTHEHOLE - Ace Andrews unlocked. DISCOKING -Dominic "The Don" Donatello.**

**FREEDOM FIGHTERS**
Guns! Ain't they just the best thing? In games, anyway. Yeah, have some. Rocket Launcher- press △, ⊗, ⊡, ◎, △, ←. Sniper Rifle - During gameplay press △, ⊗, ⊡, ◎, △, →.

**ITALIAN JOB**
**Why did they bother to remake the film? Extra Points – on any mission when driving a mini, press and hold down R1. You'll receive extra bonus points faster depending on how long you hold it for.**

**JUDGE DREDD**
Make sure perps shoot at you first, so that when you finally arrest them it will be for assaulting a Judge, which is an automatic life sentence, rather than some lesser offence. Do this and your score'll rocket.

**FIRE WARRIOR**
**Shoot the final boos in the chest to kill him. Use rockets then move onto plasma shots – keep moving around the room all the while. Finally, the Burst Cannon's high rate of fire is surprisingly useful.**

**DARK CHRONICLE**
One of Jonnie's favourite games, you know. If you want to get Milane to join your party, Go to the weapon shop in Palm Brinks, where she'll give you a sword. Upgrade it twice and she'll join you. Easy!

**THE GREAT ESCAPE**
**Some cheats. Unlimited Ammo: Pause, press ⊡, ◎, L2, L1, R2, L1, ◎, ⊡, L1, R1, L1, R1. Level Select: Go to the main menu and press ⊡, L2, ⊡, R2, ◎, R1, ◎, L1, L2, R2, ◎, ⊡.**

Games Master

# TONY HAWK'S UNDERGROUND

The knee-knackering, world exclusive review is only in the new issue of GamesMaster!

## N-GAGE VS GBA!

The console war goes off in your pocket! N-Gage console and games reviewed!

PLUS!

## REBEL STRIKE
## FIFA 2004
## PRO EVO 3
## SPLINTER CELL 2
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FREE TIPS BOOK

ON SALE: MONDAY 27TH OCTOBER

PSM2 "DO YOU KNOW THE SOUND OF ONE HAND CLAPPING?"

# PRO DOJO

Welcome to the NEW Dojo. Reckon you're the best at *Vice City*? Unbeatable at *Gran Turismo 3*? Well here's your chance to prove it and – ulp – become actually very famous indeed...

**NEW LOOK!**

We've not only upped the number of challenges but lobbed in all sorts of new opportunities for fame too. If your favourite game isn't here then send in a tape and we could start a new challenge just for you!

## PROVE YOUR MASTERY!

**YES! We've rebuilt our Dojo, making it bigger, more in-depth and more inviting to every PSM2 reader. Got any of the games featured on the next six pages? Now YOU can compete with every other PSM2 reader in the world and – if you're any good – you'll soon be featuring in our charts (updated every month) and getting your performance on our DVD.**

Simply follow the guide below and you're on the road to fame. PLUS! As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the new chart-toppers every month with a pack of games and goodies! PSM2

## WIN STUFF! LOOK COOL

Roll up, roll up! Prove your skills and be famous forever. Pick your game, bare the score and video your efforts. Send it in and you too can join PSM2's gaming elite. Do it now.

## HOW TO BECOME FAMOUS!

**FIRST:** Be really good at one of our challenge games. Have a look over the next six pages, read what the challenge is and decide if you can do better. If you can beat our fifth place offering then we want to know about it. Top the chart and you'll be famous forever!

**SECONDLY:** We need proof of your skill. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs to see your PS2 lurking on one of them. Load up your game of choice and find the music option. Turn this to zero – we want your game sound but no dodgy music, OK? Start the video recording and play your replay or begin playing the game. Do your best and, when you're done, record the highscore table or results screen for 30 seconds or so, so that we can see your performance easily. Finally, wind your tape to the beginning of your award-winning effort and write your name, challenge and score on the label (or stick a piece of paper on it).

**THIRDLY:** We need a picture of you. You won't be a star player without one, and your appearance on the DVD will be shallow and worthless. Write your name on the back so we can match it with your video entry. You can also email your pic to psm2@futurenet.co.uk. Call your email 'Pro Dojo' and don't forget to include your name and your challenge details.

**FINALLY:** Fill in the form at the end of the section (we do accept photocopies – we can't bear to cut up our PSM2s either) and put all three things (your video, your photo and your entry form) in an envelope. Label her up 'Pro Dojo' and post the lot to us. Good luck.

**PRO DOJO CHECKLIST:**

- Photo
- Video
- Entry Form

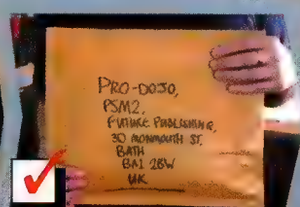
**BINGO!**

## IT'S THIS EASY...

Check the charts. Can you beat any score featured? You can? Wizard!

Set up your video (described above) and record your performance. Nicely done.

Wind the tape to the right place and get a photo of yourself. Anything will do.




Send the lot to the Pro Dojo address just over there. Right a bit... There!

## YOU'RE A GAMING GOD!

Send your tapes to:
Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.

NEW CHALLENGE!

challenge 1

# MIDNIGHT CLUB 2

**A new pretender to the mighty Paul Fitzpatrick's turbo-charged throne revs up the chart in the form of Ryan Carson, burning into the top spot on every level. Will we see this upstart toppled next month, or we'll eat out gear sticks.**

### BEVERLEY HILLS THRASHER

| | |
|---|---|
| 2'48"09 | Ryan Carson NEW! |
| 2'50"13 | Paul Fitzpatrick |
| 2'52"81 | James Walker |
| 3'02"13 | Mike Hunt |
| 3'03"73 | Desmond Foley |

### ARRIVALS & DEPARTURES

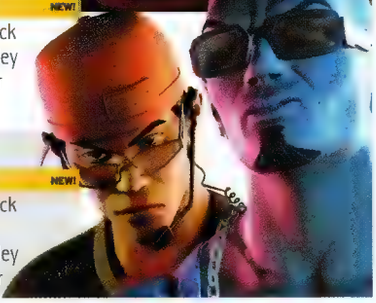
| | |
|---|---|
| 3'10"81 | Ryan Carson NEW! |
| 3'34"81 | Desmond Foley |
| 3'34"81 | Desmond Foley |
| 3'38"29 | James Walker |
| 3'40"69 | Chris Hill |

### LA TURISMO

| | |
|---|---|
| 1'46"79 | Ryan Carson NEW! |
| 1'47"27 | Paul Fitzpatrick |
| 1'58"14 | Chris Hill |
| 2'06"10 | Ryan Carson |
| 2'04"10 | Desmond Foley |

### RIVER RAID

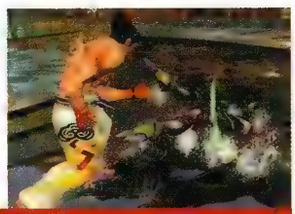
| | |
|---|---|
| 2'25"62 | Ryan Carson NEW! |
| 2'28"66 | Paul Fitzpatrick |
| 2'50"41 | Desmond Foley |
| 2'53"89 | James Walker |
| 2'54"53 | Mike Hunt |



### RUN OFF

| | |
|---|---|
| 3'01"73 | Ryan Carson NEW! |
| 3'05"93 | Paul Fitzpatrick |
| 3'20"57 | Chris Hill |
| 3'20"69 | Desmond Foley |
| 3'23"13 | James Walker |

**DUMPED!** This month's prime *Midnight Club 2* losers are:
■ RIVER RAID: 2'54"89· Chris Hill LA TURISMO: 2'04"86· James Walker
**IS THAT A BIG GIRL'S BLOUSE YOU'RE WEARING?**



challenge 2

# TEKKEN 4

**An unfortunate placing last month for Lee Walker sees him vanishing from the bottom of the chart thanks to an impressive new entry at the top by Imran Nawaz. Um... sorry mate.**

| WINS | CHARACTER | |
|---|---|---|
| 247 | Heihachi | Imran Nawaz NEW! |
| 216 | Heihachi | Gary McIlveney |
| 109 | Jin | Neil Young |
| 102 | Heihachi | Simon Miljeteig |
| 92 | Heihachi | Simon Gordon |

**DUMPED!** This month's prime *Tekken 4* loser is:
■ SURVIVAL MODE: 92: Lee Walker
**NOT BAD, BUT COULD DO BETTER**

## Welcome to the home of heroes where PSM2's star players fight to the death!

**PSM2 STAR PLAYERS**

The readers to the right are PSM2's Star Players. All are present in at least one chart, and each month we put them head-to-head across ALL of our charts and games and produce the definitive performance chart. If you can top this beauty then you're the best PSM2 player in the world.

Check some of the credentials opposite. You'll see that if you're going to make it to the level of a Games God you're going to have to top more than one of our charts, and often show your skill across lots of different games.

Want to get involved? Best start sending us your tapes. Who knows? Next month you could be here...

| THIS MONTH | LAST MONTH | STAR PLAYERS | TOTAL POINTS |
|---|---|---|---|
| 1 | 1 | **PAUL FITZPATRICK**<br>Four months at the top? There really is no stopping this boy, and he even upped his score by one point.<br>PSM2 Dojo Calculus: 16 + 10 + 150 + 48 + 14 = | 238 |
| | | **SPECIALIST IN:** Burnout 2, GTA: VC, Colin McRae Rally 3, Midnight Club 2<br>**"YOU NAME THE GAME, I SHALL OBLITERATE ALL CHALLENGERS!"** | |
| 2 | 2 | **AUSTIN O TOOLE**<br>Another month at number two as Austin's score slips by seven. Must try harder! Oh, and send a pic in as well!<br>PSM2 Dojo Calculus: 96= | 96 |
| 3 | 3 | **JAMES WALKER**<br>Another non-mover at number three, but a loss of 13 points means that Austin is still a tough nut to crack.<br>PSM2 Dojo Calculus: 16 + 59 + 2➡ | 77 |
| 4 | 5 | **STEVE MORAN**<br>Steve jumps one place and improves his score by eight points thanks to a healthy showing in *Burnout 2*.<br>PSM2 Dojo Calculus: 27 + 4 + 6 + 28 = | 65 |
| 5 | 6 | **ALEX SANDISON**<br>He drops his score but jumps a place in the chart – those moves on the snow in *SSX Tricky* have helped no end.<br>PSM2 Dojo Calculus: 52 = | 52 |
| 6 | NEW ENTRY! | **RYAN CARSON**<br>A new pretender arrives in the form of Ryan, whose smart moves on *Midnight Club 2* should have you all worried.<br>PSM2 Dojo Calculus: 50 = | 50 |
| 7 | NEW ENTRY! | **RIK IBBOTSON**<br>The second new entry on this month's chart. Top showings on the *Colin Mcrae* chart have raised his stock.<br>PSM2 Dojo Calculus: 45 = | 45 |
| 8 | NEW ENTRY! | **DANIEL BUCK**<br>What's this? Three new entries in one month. There must be some tears out there among the lesser mortals.<br>PSM2 Dojo Calculus: 38 = | 38 |
| 9 | 5 | **DAMIAN CURRAN**<br>A drop of four places for Damian. This really won't do, and we want to see an improved attitude next month.<br>PSM2 Dojo Calculus: 36 = | 36 |
| 10 | 10 | **LEE WALKER**<br>Oooh dear. Lee edges one place closer to dropping off the board. Get those fingers moving to stay up at the top!<br>PSM2 Dojo Calculus: 35 = | 35 |

## HOW IT WORKS

Sure, you can enter one challenge and get your name in one chart, but why stop there? Why not send us a tape full of your efforts? As well as updating the challenge charts we total up player's performances across ALL of our charts to produce our monthly Star Players chart. Top place and new entries get their efforts on our DVD – PLUS a package of goodies. Top one of our challenge charts and you'll get 10 BIG points. It's four for second place, three for third, two for fourth and a single point for fifth.

PLUS! We reward long service too. Stay on the chart for two months and you'll get your Yellow Belt, three months earns you a Green Belt and three months-plus makes you a true champion – earning you the coveted PSM2 Black Belt status!

### POINT ACCUMULATION SYSTEM

1ST in any chart = 10 points
2ND in any chart = 4 points
3RD in any chart = 3 points
4TH in any chart = 2 points
5TH in any chart = 1 points

### BELT SYSTEM

Stay in the top ten for two months = Yellow belt
Stay in the top ten for three months = Green belt
Stay in the top ten for four months = Black belt
Five months = Ninja!

# PSM2 REWIND

## Where we show off your best bits every month

It's not just about being at the top of a chart or wowing your mates with a three month stint atop the Head 2 Head league. We at PSM2 watch EVERY SINGLE tape that's sent to us, and here's where we pick out the five runs that entertained us the most. Shock, surprise and amaze us and see your skills right here.

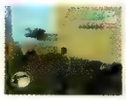
challenge 3

## GRAND THEFT AUTO: VICE CITY

How could we take out one of our most popular challenges? Yes, our pair of *Vice City* charts are as popular as ever. Get practising and, if you can beat any of the times shown below, send in your tape of your complete run.

### THE PCJ PLAYGROUND CHART

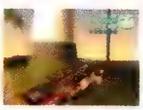
Activate the PCJ playground mission by hopping on to the bike that's leaning against the big grass-verged building near the Malibu Club (see pic below). Now, you've got two minutes to complete this 24-checkpoint course. You can complete the course in any order you like, and the fastest times make it into the league. NO CHEATS tho'. Send us your ENTIRE runs on VHS and get on our DVD.



| FASTEST TIME | |
|---|---|
| 00'47"00 | Martin Burke |
| 00'47"00 | Paul Fitzpatrick |
| 00'49"00 | Brian Dunne |
| 00'50"00 | Steve Moran |
| 00'51"00 | Shaun Hewer |

### THE CROSS-TOWN TRAFFIC CHART

We want you to race from the Hyman Condo in the Downtown district all the way to the Lighthouse in Ocean Beach (check the pics). Drive right up to it, and hop off, or out of, the vehicle to finish. See the pics below for details. And don't forget, we want to see your *whole* run on tape. You can use any vehicle and any cheats – as long as you don't use aircraft or the flying cars cheat.



| FASTEST TIME | |
|---|---|
| 01'07"00 | Desmond Foley |
| 01'11"00 | Simon Sherwood |
| 01'12"00 | Norman Morrison |
| 01'31"00 | Martin Burke |
| 01'31"00 | Marley Rudland |

**dumped!**
This month's *Vice City* loser is:
■ PCJ PLAYGROUND:
00'52"00 Desmond Foley
**TOTALLY OUTCLASSED**

## THIS MONTH'S IDIOTS

Every month we're inundated with tapes for Pro Dojo. And every month we're amazed in equal measures by the skill and stupidity of some of our readers. Here's this month's round-up of notable failures:

**Anonymous of Unspecified who remembered to send in a tape but forgot to enclose his or her form. Ya complete numpty!**

**Michael Ray Who smartly chopped his entry form in half and then sent in the wrong side. Oh, yeah and the bloke who didn't write his name on the back of his pic. Divots both.**

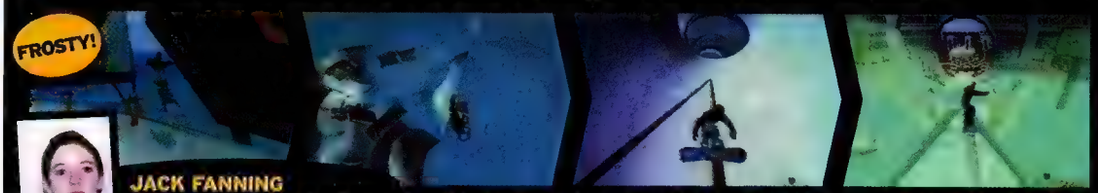
CREEPY!

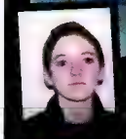
**DANIEL BUCK**
Danny boy – you don't mind if we call you that, do you? – has aced his way to the top of no less than three of our *MGS2: Substance* charts. He even did alright on the frustratingly hard FPS mode. Respect.

PUNCHY!

**IMRAN NAWAZ**
While *Dead or Alive* looks ready for retirement from our leagues, Imran has kept the light shining through for die hard *Tekken 4* fans. 247 wins as Heihachi proving that if anyone can, Imran can (ahem).

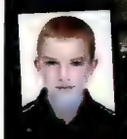
FROSTY!





**JACK FANNING**
"Yes, I finally topped a Tricky chart!" Jack's words hide a world of pain. He hasn't spread himself thinly, just focused on Tokyo Megaplex and Aloha Ice Jam and played both until his hands peeled.

RACEY!



**RYAN CARSON**
There's this club, right. And it kicks off at midnight, right. And Ryan, right, he's not the DJ, oh no. Nor is he the barman. No, no, no... Thanks to his blistering times on all challenges, he's the frikken bouncer.

DEADLY!

**MARK PRITCHARD**
Dog lover and fan of modern art, Mark also favours the 'tight focus' approach to the leagues with his single *GT3* entry. Oh, and if you're wondering why you're not here Allan, try sending a pic of yourself in next time, eh?

challenge 4

## COLIN MCRAE RALLY 3

A tasty showing from Rik Ibbotson has changed the top spots drastically this month. Come on fellas...

### WARWICK

| | |
|---|---|
| 2'37"49 | Damian Curran |
| 2'46"21 | Norman Morrison |
| 2'46"28 | Rik Ibbotson NEW! |
| 2'46"64 | Paul Fitzpatrick |
| 2'47"24 | Rik Ibbotson |

### LITTLE CAWFORD

| | |
|---|---|
| 2'04"85 | Damian Curran |
| 2'08"21 | Colm McTaggart |
| 2'10"08 | James Walker |
| 2'11"25 | Nigel Leat |
| 2'11"32 | Rik Ibbotson NEW! |

### LLYN CLYWEDOG

| | |
|---|---|
| 2'06"04 | Rik Ibbotson NEW! |
| 2'10"96 | Garry Bee |
| 2'11"57 | Damian Curran |
| 2'11"64 | Paul Fitzpatrick |
| 2'13"01 | Norman Morrison |

### STONETHORPE

| | |
|---|---|
| 1'10"64 | Nigel Leat |
| 1'12"64 | Rik Ibbotson |
| 1'12"76 | Damian Curran |
| 1'12"92 | Norman Morrison |
| 1'12"96 | Paul Fitzpatrick |

### STONE LEIGH

| | |
|---|---|
| 2'39"00 | Rik Ibbotson NEW! |
| 2'39"93 | Damian Curran |
| 2'46'13 | James Walker |
| 2'46"17 | Nigel Leat |
| 2'46"20 | Rik Ibbotson |

### LLANGURIG

| | |
|---|---|
| 2'45"44 | Rik Ibbotson NEW! |
| 2'45"89 | Damian Curran |
| 2'53"48 | Garry Bee |
| 2'54"25 | Nigel Leat |
| 2'54"32 | Rik Ibbotson |

### RHAYADER

| | |
|---|---|
| 2'40"46 | Rik Ibbotson NEW! |
| 2'41"89 | Damian Curran |
| 2'43"12 | Garry Bee |
| 2'44'57 | James Walker |
| 2'44"96 | Paul Fitzpatrick |

**dumped!**
This month's *Colin McRae 3* loser is:
■ LITTLE CAWFORD
2'11"85: Norman Morrison
**STICK TO PUSHBIKES**

challenge 5

# SSX TRICKY

**We're not quite sure how Jack Fanning aced the Tokyo Megaplex time, but he did. Think you can beat that? Just keep those times and scores coming.**

## TOP SCORES

### SNOWDREAM

| | |
|---|---|
| 1,813,890 | Alex Sandison |
| 1,701,450 | Alex Greenall |
| 1,557,780 | Jonathan Minott |

### ELYSIUM ALPS

| | |
|---|---|
| 2,730,740 | Austin O'Toole |
| 2,688,130 | Alex Sandison NEW! |
| 2,629,495 | Sam Payne |

### MERQURY CITY

| | |
|---|---|
| 2,828,640 | Alex Sandison |
| 2,594,165 | Austin O'Toole |
| 2,265,770 | Sam Payne |

### MESABLANCA

| | |
|---|---|
| 1,500,890 | Alex Sandison |
| 1,435,645 | Austin O'Toole |
| 1,059,970 | Lee Walker |

### TOKYO MEGAPLEX

| | |
|---|---|
| 31,714,410 | Lee Walker |
| 2,409,945 | Alex Sandison |
| 2,198,630 | Austin O'Toole |

### PIPEDREAM

| | |
|---|---|
| 2,531,230 | Austin O'Toole |
| 2,325,820 | John Norman |
| 2,312,200 | Anthony Portch |

### GARIBALDI

| | |
|---|---|
| 2,199,980 | Jack Fanning NEW! |
| 2,133,850 | Alex Sandison |
| 1,983,820 | Austin O'Toole |

### ALASKA

| | |
|---|---|
| 2,123,410 | Alex Sandison |
| 2,075,255 | Amanda Offord |
| 1,837,801 | Jeff Bell |

## TOP TIMES

### SNOWDREAM

| | |
|---|---|
| 1'47"93 | Austin O'Toole |
| 2'05"10 | Frederick Astier |
| 2'06"55 | Alex Duffy |

### ELYSIUM ALPS

| | |
|---|---|
| 3'26"16 | Austin O'Toole |
| 3'28"38 | Simon Baggott |
| 3'30"14 | Frederick Astier |

### MERQURY CITY

| | |
|---|---|
| 2'31"26 | Austin O'Toole |
| 3'28"76 | Gareth Russell |
| 3'29"43 | Carl Musgrove |

### MESABLANCA

| | |
|---|---|
| 2'13"58 | Austin O'Toole |
| 2'16"74 | Lee Walker |
| 2'24"44 | Andy Lyle |

### TOKYO MEGAPLEX

| | |
|---|---|
| 0'23"59 | Jack Fanning NEW! |
| 2'26"44 | Austin O'Toole |
| 3'14"13 | Tim Leigh NEW! |

### ALOHA ICE JAM

| | |
|---|---|
| 1'14"11 | Jack Fanning NEW! |
| 1'32"99 | Austin O'Toole |
| 1'37"64 | Alex Duffy |

### GARIBALDI

| | |
|---|---|
| 2'38"54 | Austin O'Toole |
| 2'39"54 | Carl Musgrove |
| 2'40"43 | Gareth Russell |

### ALASKA

| | |
|---|---|
| 4'06"23 | Andrew Stone |
| 4'14"21 | Austin O'Toole |
| 4'23"56 | Frederick Astier |

**dumped!** This month's *SSX Tricky* losers are:
■ TOKYO MEGAPLEX: 3'20"52: Jonno Kelsey ■ GARIBALDI: 1,947,200: Chris Abnett
**YOU'VE LEFT YOUR CHEESE IN THE WIND**

challenge 6

# BURNOUT 2

**No, no, no! No reversals please! Other than that, please do feel free to give any of these tracks mentioned here a spin in whatever motor you fancy.**

### AIRPORT TERMINAL 3

| | |
|---|---|
| 0'33"620 | Paul Fitzpatrick NEW! |
| 0'33"639 | James Walker |
| 0'33"819 | Lee Walker |
| 0'33"959 | Callum Murphy |
| 0'33"879 | Amanda Offord NEW! |

### AIRPORT TERMINAL 1&2

| | |
|---|---|
| 1'17"979 | Paul Fitzpatrick |
| 1'18"299 | James Walker |
| 1'18"899 | Shaun Hewer |
| 1'17"179 | Chris Hill |
| 1'19"359 | Lee Walker |

### INTERSTATE LOOP

| | |
|---|---|
| 0'59"920 | Paul Fitzpatrick NEW! |
| 1'00"079 | James Walker |
| 1'00"339 | Amanda Offord NEW! |
| 1'00"440 | Shaun Hewer |
| 1'00"520 | Chris Hill |

### 88 INTERCHANGE

| | |
|---|---|
| 2'15"239 | Paul Fitzpatrick NEW! |
| 2'15"799 | James Walker |
| 2'17"459 | Shaun Hewer |
| 2'21"479 | Steve Moran |
| 2'21"680 | John Jeffery |

### PALM BAY HEIGHTS

| | |
|---|---|
| 1'03"500 | Paul Fitzpatrick |
| 1'03"760 | James Walker |
| 1'04"180 | Lee Walker |
| 1'04"259 | Steve Moran NEW! |
| 1'04"419 | Amanda Offord NEW! |

### PALM BAY MARINA

| | |
|---|---|
| 1'26"980 | Paul Fitzpatrick |
| 1'27"339 | James Walker |
| 1'28"059 | Shaun Hewer |
| 1'28"459 | Daniel Hammond |
| 1'28"039 | Chris Hill |

### SUNRISE VALLEY DOWNTOWN

| | |
|---|---|
| 0'40"580 | Paul Fitzpatrick NEW! |
| 0'40"879 | James Walker |
| 0'41"319 | Steve Moran NEW! |
| 0'41"440 | Shaun Hewer |
| 0'41"460 | Lee Walker |

### SUNRISE VALLEY SPRINGS

| | |
|---|---|
| 1'04"880 | Paul Fitzpatrick |
| 1'05"380 | James Walker |
| 1'06"179 | Shaun Hewer |
| 1'06"840 | Lee Walker |
| 1'07"019 | John Jeffery |

### BIG SURF GROVE

| | |
|---|---|
| 1'05"440 | Paul Fitzpatrick |
| 1'05"700 | James Walker |
| 1'06"299 | Steve Moran NEW! |
| 1'06"419 | Lee Walker |
| 1'06"619 | Amanda Offord NEW! |

### BIG SURF SHORES

| | |
|---|---|
| 1'36"780 | Paul Fitzpatrick NEW! |
| 1'37"440 | James Walker |
| 1'38"260 | Steve Moran NEW! |
| 1'38"699 | Shaun Hewer |
| 1'39"500 | Lee Walker |

### CRYSTAL SUMMIT PEAK

| | |
|---|---|
| 0'40"240 | Paul Fitzpatrick |
| 1'41"600 | Steve Moran |
| 0'41"679 | James Walker |
| 0'41"900 | Lee Walker |
| 0'42"199 | Shaun Hewer |

### CRYSTAL SUMMIT LAKE

| | |
|---|---|
| 1'57"580 | Paul Fitzpatrick |
| 1'58"400 | James Walker |
| 2'00"780 | Shaun Hewer |
| 2'04"279 | Steve Moran NEW! |
| 2'09"279 | John Jeffery |

### OCEAN SPRINT

| | |
|---|---|
| 1'45"019 | Paul Fitzpatrick |
| 1'45"879 | James Walker |
| 1'46"419 | Shaun Hewer |
| 1'47"419 | Steve Moran |
| 1'48"459 | Amanda Offord NEW! |

### HEARTBREAK HILLS

| | |
|---|---|
| 1'39"639 | Paul Fitzpatrick NEW! |
| 1'40"059 | James Walker |
| 1'41"299 | Shaun Hewer |
| 1'59"119 | Steve Moran |
| 1'43"319 | Amanda Offord NEW! |

### FREEWAY DASH

| | |
|---|---|
| 1'54"919 | Paul Fitzpatrick |
| 1'56"339 | James Walker |
| 1'58"819 | Shaun Hewer |
| 1'59"119 | Steve Moran |
| 2'02"933 | Paul McKenzie |

**dumped!**
This month's *Burnout 2* losers are:
■ INTERSTATE LOOP:
1'00"599: Daniel Hammond
■ OCEAN SPRINT:
1'49"059: Lee Walker
■ BIG SURF GROVE:
1'06"780: Shaun Hewer
**NEED A PUSH, FELLAS?**

# PRO-DOJO

**"FLAWLESS PERFORMANCE"**

challenge 7

## JAMES BOND 007 IN... NIGHTFIRE

NEW CHALLENGE!

**Here are those leagues for the first half. Remember, the harder the skill level, the higher the scores, and we want to see your best level in full...**

### NIGHTSHIFT

| | |
|---|---|
| 1,340,139 | Paul Fitzpatrick NEW! |
| 1,285,602 | Brian Dunne |
| 1,270,500 | Ian Lane |
| 717,198 | Sean White NEW! |
| 713,718 | Ryan Corcoran NEW! |

### CHAIN REACTION

| | |
|---|---|
| 1,363,008 | Brian Dunne NEW! |
| 1,361,622 | Paul Fitzpatrick NEW! |
| 1,357,932 | Ashley Edwards |
| 1,323,258 | Ian Lane |
| 808,518 | Michael Ewart |

### PHOENIX FIRE

| | |
|---|---|
| 1,147,074 | Paul Fitzpatrick NEW! |
| 781,630 | Robert Harding |
| 684,698 | Ryan Corcoran NEW! |
| 422,218 | Ian Lane |
| 253,895 | Gary Johnson |

### DEEP DESCENT

| | |
|---|---|
| 1,191,102 | Brian Dunne NEW! |
| 1,131,411 | Paul Fitzpatrick NEW! |
| 1,037,019 | Ryan Corcoran NEW! |
| 928,023 | Michael Crooks |
| 495,840 | Gary Johnson |

### ISLAND INFILTRATION

| | |
|---|---|
| 1,124,690 | Paul Fitzpatrick NEW! |
| 733,164 | Ryan Corcoran NEW! |
| 614,150 | Robert Harding |
| 448,060 | Graham Billington NEW! |
| 280,225 | Michael Crooks |

### EQUINOX

| | |
|---|---|
| 1,266,000 | Paul Fitzpatrick NEW! |
| 1,050,000 | Robert Harding |
| 750,000 | Graham Billington NEW! |
| 377,000 | Ryan Corcoran NEW! |
| 255,363 | Andrew Park |

**dumped!**
This month's *Nightfire* losers are:
■ NIGHTSHIFT:
229,038: Chris Reading
■ EQUINOX:
249,935: Gaye London
**WE'VE BEEN EXPECTING YOU... TO DO BETTER**

challenge 8

# TIMESPLITTERS 2

**Just one change in the rankings makes it a quiet month for this old classic. Any more for any more?**

### GLASS SMASH
**Bricking It**

| | |
|---|---|
| 18.6 | M. Kristofferson |
| 21.2 | Steve Moran |
| 21.4 | Sam Middleton |
| 21.4 | Matthew Novak |
| 22.0 | Dave Peppiatt |

### INFILTRATION
**Trouble At The Docks**

| | |
|---|---|
| 13.7 | M. Kristofferson |
| 16.7 | Charles Small |
| 17.0 | Matthew Novak |
| 17.2 | Simon Miljeteig |
| 18.1 | Andrew Ireland |

### BANANA CHOMP
**Monkey Business**

| | |
|---|---|
| 42.6 | M. Kristofferson |
| 44.9 | Sam Middleton |
| 44.9 | Stephen O'Neill |
| 46.7 | Jack Fanning |
| 468 | Richard Hather |

### BEHEAD THE UNDEAD
**Fight Off The Living Dead**

| | |
|---|---|
| 411100 | Simon Miljeteig |
| 278225 | Jason Goodwright |
| 252650 | Graham Billington NEW! |
| 216975 | Daniel Cant |
| 206350 | Simon Douel |

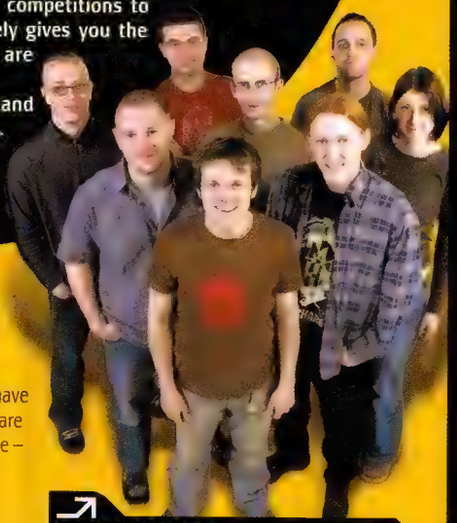
**dumped!** This month's *TimeSplitters 2* losers are:
■ BEHEAD THE UNDEAD: 198750: Matthew Novak **WE SUGGEST YOU PAY ATTENTION IN CLASS**

# COME AND 'AVE A GO...*

Fancy your chances, do you? Think you can take on the collective might of the PSM2 team and *win*? Well we'd like to see you try...

There are no prizes. There are no competitions to enter. Our 'Ave A Go column merely gives you the opportunity to know that you are better at *PES2* than Dan D.

Here's what we've been playing and here's how good we are. Beat this...



## Jonnie

### JAK 2: RENEGADE

There are three races that Jak and Daxter have to master in the course of the game. Here are the best times Jonnie put down for all three – you can see the actual runs in the expert section of the DVD this month. Class 3 – 2:45:38, Class 2 – 2:44:37 and Class 1 – 2:34:18. Beat any of these and the boy Bryant'll trade in his prize thumbs.

**POSSE GALORE:**
Can you beat the PSM2 team? Of course you can they're rubbish. Argh! (Muffled gunshot... silence).

## Dan G

### THUG

Design and land the highest scoring create-a-trick possible. You can use it on any obstacle or ramp, and rotate as many times as you like. It's a one-off move, though. No combos.

## Dan D

### SSX3

Ride down the Intimidator race course in one continuous combo. The catch? You've got to finish in under three minutes. Use the rails and practice those board presses.

## Nick

### METAL ARMS

Finish the driving section through the Waste Lands with over 20 seconds on the clock. The trick here is to avoid, rather than engage, all of the enemy vehicles.

## Adrian

### BOMBERMAN KART

The mini games are miles better than the main event and Ade's put in a massive score on the Jump Bomb. 325.3m. Beat that, bubble heads.

## Milf

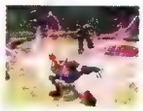
### FREEDOM FIGHTERS

Ten-huh! Complete the Breaking Free level without firing a single shot at the enemy. It's all about your recruitment and command skills out in the field.

*IF YOU THINK YOU'RE HARD ENOUGH

## TRICKS OF THE TRADE

Need some help? Here's our monthly round up of hints and tips that'll propel you to gaming greatness.



**JAK2: RENEGADE**
On the Blast 'Bot defence mission, the trick to victory is to drive cars at the 'bot's legs and jump out at the last minute. Then, run beneath them and let their defence systems take out any guards that approach. Easy.

**SSX3**
Use the Replay option after each event to scan the course for hidden shorcuts you missed first time out. For a better view, tap Ⓐ to change the camera to manual mode.

challenge us

## GRAN TURISMO 3

A few changes on the chart this month heat things up nicely. Freeride Arcade times is what we're after, so grab yourselves a pad and get going, speed freaks.

### SUPER SPEEDWAY

| | | |
|---|---|---|
| 0'22"758 | Allan Kelly | NEW! |
| 0'22"919 | David Bain | NEW! |
| 0'22"967 | Paul Fitzpatrick | |
| 0'23"844 | James Walker | |
| 0'23"334 | Amanda Offord | |

### MIDFIELD RACEWAY

| | | |
|---|---|---|
| 0'51"226 | Allan Kelly | NEW! |
| 0'51"314 | Mark Pritchard | NEW! |
| 0'51"375 | Paul Fitzpatrick | |
| 0'51"388 | David Bain | NEW! |
| 0'51"638 | Amanda Offord | |

### SMOKEY MOUNTAIN

| | | |
|---|---|---|
| 0'46"503 | Mike Di Lorio | |
| 0'46"644 | Allan Kelly | NEW! |
| 0'46"674 | David Bain | NEW! |
| 0'46"845 | George Boothby | |
| 0'46"997 | Amanda Offord | |

### TRIAL MOUNTAIN

| | | |
|---|---|---|
| 0'58"461 | Allan Kelly | NEW! |
| 0'58"612 | Paul Fitzpatrick | |
| 0'58"638 | Amanda Offord | |
| 0'58"935 | David Bain | NEW! |
| 0'59"042 | Jack Fisher | |

### SWISS ALPS

| | | |
|---|---|---|
| 0'54"061 | David Bain | NEW! |
| 0'54"656 | Paul Fitzpatrick | |
| 0'54"666 | Alan Kelly | NEW! |
| 0'55"193 | Amanda Offord | |
| 0'56"235 | George Boothby | |

**dumped!**
This month's prime *GT3* loser is:
■ SMOKEY MOUNTAIN:
0'47"833. Lee Boothby
**YOU JUST DIDN'T HAVE WHAT IT TAKES, LEE**

challenge us

## METAL GEAR SOLID 2: SUBSTANCE

There has been a couple of healthy showings for Snake's VR missions this month, but we reckon these scores and times can still be beaten. These are the times *taken*, not time left.

### SNEAK LV.5

| | | |
|---|---|---|
| 00'10"30 | Daniel McDonnell | |
| 00'10"46 | Adam Justice | NEW! |
| 00'10"54 | Gavin McIntyre | |

### ELIMINATE ALL LV.5

| | | |
|---|---|---|
| 00'16"46 | Daniel Buck | NEW! |
| 00'20"22 | Gavin McIntyre | |
| 00'20"92 | Adam Povey | |

### WEAPON: ASSAULT LV.5

| | | |
|---|---|---|
| 56167 | Daniel Buck | NEW! |
| 53828 | Lee Walker | |
| 46173 | Adam Justice | NEW! |

### WEAPON: NIKITA LV.5

| | | |
|---|---|---|
| 00'30"98 | Chris Hill | |
| 00'31"22 | Daniel Buck | NEW! |
| 00'31"95 | Adam Justice | |

### FPS MODE LV.1

| | | |
|---|---|---|
| 27480 | Adam Justice | |
| 25125 | Mike Hunt | |
| 23697 | Daniel Buck | NEW! |

### FPS MODE LV.2

| | | |
|---|---|---|
| 00'19"24 | Daniel Buck | NEW! |
| 00'19"46 | Simon Hahn | NEW! |
| 00'19"50 | Ryan Carson | |

### FPS MODE LV.3

| | | |
|---|---|---|
| 55944 | Mike Hunt | |
| 36854 | Simon Hahn | NEW! |
| 34123 | Darren Blacklock | NEW! |

**dumped!**
This month's prime *Metal Gear Solid 2: Substance* loser is:
■ ASSAULT.
43759: Chris Hill
**WERE YOU WEARING CLOGS FOR THIS?**

challenge 11

# TONY HAWK'S PRO SKATER 4

**Ian Vincent convincgly shows that there are still high scores to be bagged here. Get skating, but we don't want to see repetitive one-trick wonders here – keep it nice and varied with a good spread of stunts. Send us the proof on VHS.**

### COLLEGE

| | |
|---|---|
| 20,185,878 | Daniel Mosley |
| 18,834,222 | Jake Douglas |
| 13010,034 | Ian Vincent |
| 9,592,122 | Steve Moran |
| 9,456,020 | Carl McCally |

### SAN FRANCISCO

| | |
|---|---|
| 43,376,650 | Ian Vincent NEW! |
| 34,320,650 | Daniel Cheek |
| 17,882,326 | Dan Bedwood |
| 15,221,002 | Jamie Morgan |
| 6,667,943 | Bob Travis |

### ALCATRAZ

| | |
|---|---|
| 23,412,564 | Ian Vincent NEW! |
| 22,562,021 | Steve O'Neil |
| 20,854,203 | Jamie Morgan |
| 19,441,000 | Michael Polson |
| 13,326,180 | Daniel Cheek |

### KONA

| | |
|---|---|
| 17,776,092 | Liam Collet |
| 15,722,178 | Richard Garret |
| 9,947,516 | Daniel Cheek |
| 8,409,437 | Steve Moran |
| 7,212,888 | Jamie Morgan |

### SHIPYARD

| | |
|---|---|
| 30,098,654 | Alex Richardson |
| 29,689,100 | Nigel Brand |
| 25,654,289 | Vince Pratt |
| 15,426,160 | Daniel Cheek |
| 10,407,639 | Ian Vincent |

### LONDON

| | |
|---|---|
| 14,365,988 | Adam Hardy NEW! |
| 14,365,988 | Ian Vincent NEW! |
| 13,117,887 | Daniel Cheek |
| 11,046,573 | Steve Moran |
| 10,417,894 | Daniel Mosley |

### ZOO

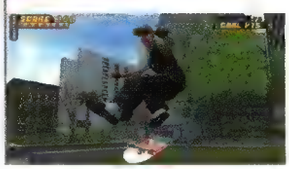
| | |
|---|---|
| 15,257,134 | Ian Gillingham |
| 14,226,239 | Jensen Holzer |
| 12,009,876 | Morris Eade |
| 12,000,006 | Paul Jallif |
| 8,789,333 | Christian Scott |

### CHICAGO

| | |
|---|---|
| 15,603,342 | Charles Windstaff |
| 15,057,642 | Steve O'Neil |
| 12,876,174 | Tony Harrison |
| 8,508,873 | Daniel Cheek |
| 7,837,414 | Ian Vincent NEW! |

### CARNIVAL

| | |
|---|---|
| 16,445,408 | Paul Dennis |
| 14,486,987 | Jonathan Griffiths |
| 14,005,679 | Rodney Cox |
| 10,757,442 | Martin Prince |
| 8,164,597 | Robert Brent |



**DUMPED!** This month's prime *Tony Hawk's* loser is:
■ COLLEGE: 7,591,680: Daniel Cheek
**TIME TO GET BACK ON THE BOARD**

## APPRENTICE NINJAS

**They may not have made it on to our charts but this lot deserve a shout nonetheless.**

**Kyle Diamond**
*007 Nightfire*
Nightshift
484,815

**Ryan Corcoran**
*007 Nightfire*
Chain Reaction
781,330

**Sean White**
*007 Nightfire*
The Exchange
1,063,623

**Simon Hahn**
*MGS2*
FPS LV.1
22651

**Daniel Buck**
*MGS2*
FPS LV.1
23,697

**Alex Sandison**
*SSX Tricky*
Tokyo Megaplex
3'16"43

## THINK YOU CAN DO BETTER?

**Then fill in the form, send us a message to print alongside your pic and make sure you're as good as you think you are.**

# PRO-DOJO

**"TOTAL STEALTH-MEISTERS ONLY"**

challenge 12

# HITMAN 2: SILENT ASSASSIN

**Only a couple of new entries this month. Remember, nothing less than Silent Assassin ranking will do to qualify here. No alerts, no popping civilians.**

### ANATHEMA

| | |
|---|---|
| 1'55" | Steve Moran NEW! |
| 2'11" | Cian O'Halloran NEW! |
| 2'33" | Steve Moran |
| 2'45" | Will Meredith |
| 2'51" | Neil Young |

### ST PETERSBURG STAKEOUT

| | |
|---|---|
| 4'18" | Will Meredith |
| 4'42" | Steve Moran |
| 5'06" | Matthew Carr |
| 5'34" | Liam Coolidge |
| 5'36" | Jamie Bryson |

### KIROV PARK MEETING

| | |
|---|---|
| 2'20" | Will Meredith |
| 2'25" | Steve Moran |
| 2'33" | Gavin McIntyre |
| 3'08" | Cian O'Halloran NEW! |
| 3'12" | Liam Donworth |

### INVITATION TO A PARTY

| | |
|---|---|
| 2'13" | Steve Moran |
| 2'17" | Will Meredith |
| 2'45" | Gavin McIntyre |
| 2'46" | Matthew Carr |
| 2'47" | Liam Donworth |

### TRACKING HAYAMOTO

| | |
|---|---|
| 3'53" | Gavin McIntyre |
| 3'57" | Steve Moran |
| 5'18" | Cian O'Halloran NEW! |
| 5'43" | Will Meredith |
| 5'49" | Matthew Carr |

**DUMPED!**
This month's *Hitman 2* loser is:
■ ANATHEMA:
3'53" Liam Donworth
**IF YOU WANT TO SURVIVE YOU'VE GOT TO FIGHT**

challenge 13

# DEAD OR ALIVE 2

**It's an icky but it's a goody. *DOA2*'s much more than just realistically jiggling lady bumps. Get stuck into our challenges to see if your skills are up to the task.**

### SURVIVAL MODE

| | |
|---|---|
| 100 Wins | Daniel Drysdale |
| 59 Wins | Carl Robinson |
| 49 Wins | Christopher Foy |

### TIME ATTACK MODE

| | |
|---|---|
| 1'12"84 | Bryan Henriquez |
| 1'13"30 | Jamie Bryson |
| 1'13"11 | Darren Kong NEW! |

**DUMPED!**
This month's *Dead or Alive 2* loser is:
■ TIME ATTACK MODE:
1'14"21. Kev Reese
**AFTER JUST ONE MONTH ON THE CHART. PATHETIC**

## A POLITE NOTICE

As you can imagine, we get sent hundreds of tapes every month, and while you can rest assured that we *do* go through them *all*, magazine deadlines mean they might not turn up as early as you're expecting. *Please* don't ring us up, as we're not going to know offhand if you're currently top of the leaderboard, and we're less funny when we're tetchy.

## PRO DOJO ENTRY FORM

**PSM2,
PRO DOJO,
FUTURE PUBLISHING,
30 MONMOUTH STREET,
BATH BA1 2BW**

Dear PSM2,
I'd like to join your elite order of shadow warriors. It's been ages since I've won free games and been really famous.

**And I enclose... MY PHOTO ❑ (or I've emailed you one)**

**A VIDEO OF MY ACHIEVEMENT ❑ (wound to just the right place)**

**Check out my tape, it's got this on it:**

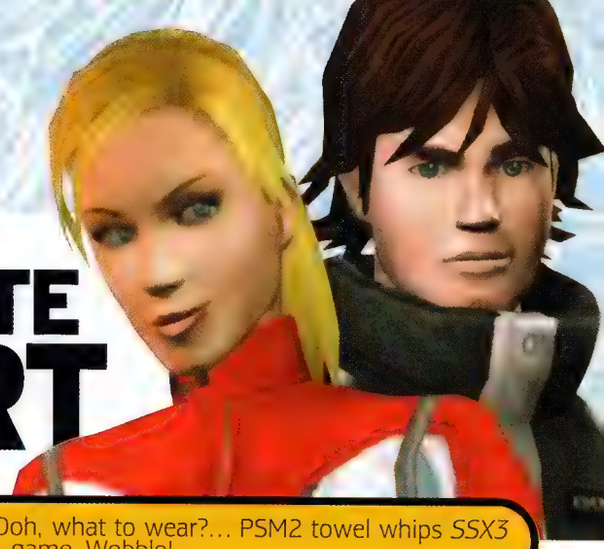
| Game / Challenge | Chart | Time / Score |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

**My message to the gaming nation is:**

"

"

Name
Age
Address



# SSX3 TEN MINUTE EXPERT

## PART 1 ONE STEP AHEAD OF THE GAME!

Butters, blinding snow and... Ooh, what to wear?... PSM2 towel whips *SSX3* into a quivering mush. Wobble, game. Wobble!

### AIM OF THE GAME

Three Peaks. A wee digital chap(ess). A waxed slither of carbon fibre laminate. You. Do we need to explain? <Yes> Er, right, well you've got to conquer the three peaks, scooping medals, winning races and buying turqoise Nordic beanies. Or not. It could be a pair of hotpants Seriously. Y'see, every point scored, or second shaved, earns you cash which can be exchanged for goods and services. It's like the economy. But colder. And less likely to be affected by adjustments to the base interest rate.

### SIN PEAKS

Each peak is split into three disciplines: Freestyle, Race and EA Big Freeride Challenges. The Freestyle courses are divvied up between Slopestyle, Big Air and Super Pipe. You only need bronze in each discipline to unlock the next peak, and even more challenges, but you really want to be aiming for Gold.

### WHAT WE SAID...

**PSM2 ISSUE #39 Sept 2003**

"*SSX3* makes a giant evolutionary leap. But, despite the obvious debt to *GTA: VC* we're still concerned about the gameplay structure."

### WHAT WE SAY NOW

A snowfall short of *SSX Tricky*, but one of the few games to actually make you feel really good about life, and want to tell everyone

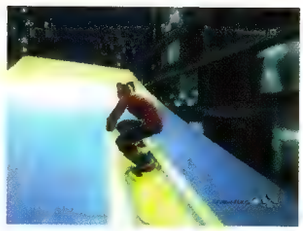
**94**

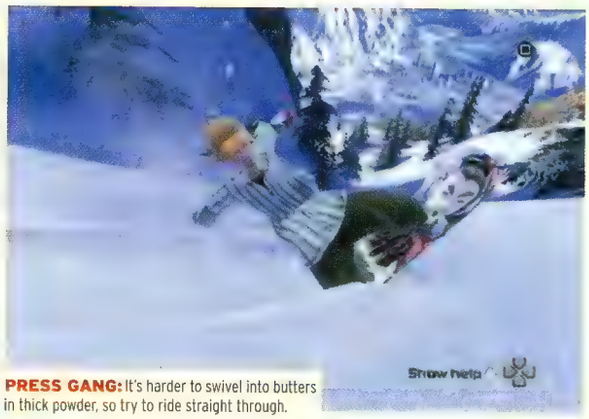
## BECOME A TEN MINUTE EXPERT!

**Played *SSX Tricky*? Wanna nail the new features without a patronising retread of the basics? You're only 600 seconds away...**

### PRO VS DEFAULT

*SSX* veterans will be used to the 'prewind' system, where you hold x to jump while pushing the left analogue stick in the direction you want to rotate – the longer you push, the faster you spin. Well, the default control system in *SSX3* – called, well, Default – *doesn't* use a prewind system, using the left analogue stick exclusively for movement and the D-pad for tricks. The only advantage of this system is the ability to initiate 'late' flips and twist through 90° mid-grind to create stability. On the other hand, you either need to steer your rider on the D-pad, or keep moving your hand between the two sticks – tricky when weaving between trees for a big leap. To return to the 'Pro' setup, and get back to good 'ol prewinds, head to the Options screen (press ▣) at the Main Menu, then toggle away. Ah, that's better.





**PRESS GANG:** It's harder to swivel into butters in thick powder, so try to ride straight through.

### HANDPLANTS

Tap – and hold – △ next to a rail or log to launch into a handplant. Not only do they mix up your combo and help you score big, they're a great way to reach rails that can't be leapt onto from the flat. For example, if you ride past the start of a rail, you can sidle up into a handplant, then propel yourself into a grind. Confused? Check the sequence below.

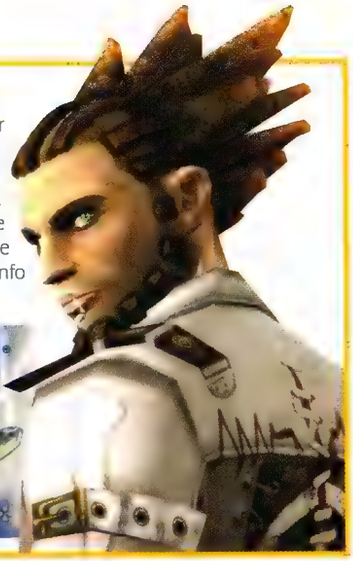
### BOARD PRESS MOVES

Tap up, or down, on the right analogue stick to move into a board press move – the equivalent of a manual roll in *THPS4*. You can then rotate the stick, flexing onto the nose or tail, to spin 360° on the flat and perform a Butter. You can also perform this move during grinds. Board Press moves let you link jumps and grinds into combos, bridging the flatland sections, and – equally importantly – let you build up your Adrenaline (or Boost) bar during Freeride mode, so you can begin competition events ready to bust Uber moves and race ahead of your rivals. The balance physics are generous, but when your rider starts to teeter, they'll raise their arms. You can then tweak the stick to regain balance.

**FLEX BE 'AVING YOU:** You don't have to launch into a board press immediately after a jump.

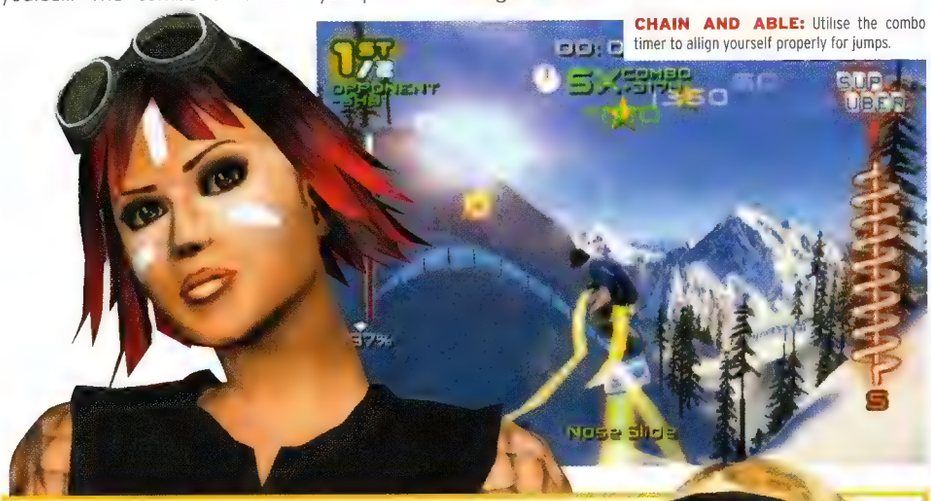
## LEVEL TWO UBERS

Land four regular Uber tricks – by filling the Adrenaline bar, then tapping square mid-grab – to fill the 'Uber' meter and access Level Two Uber tricks. They're performed in the same way, but take longer to complete and score more highly. Just beware – an accidental Level Two Uber after a short leap might lead to an instant bail and the death of a promising combo. You can tailor your Uber move list back at the Lodge – see over the page for more info on this feature.



## COMBOS

Theoretically, you can travel down the mountain in one continuous combo, linking jumps, grinds, handplants and board presses. When you land a jump, tip quickly into a board press to start a combo. Don't fret – you get a two second window to land comfortably and realign yourself. The combo timer is represented by a circle which fills from white to red – simply perform any trick within the time slot to continue the run. The system is more generous than *THPS4* – less a seamless chain of tricks, than a series of loosely woven 'time windows'. Also, unlike *THPS4*, you don't lose *all* your points for bailing a combo – just those that you've amassed for the bonus tally. You still score points for each individual trick, though. The bonus tally is awarded when the last trick times out. So, sometimes it's strategic to let it do so before a perilous section of terrain where you're likely to fall. That way'll you'll retain more score for cash.




**CHAIN AND ABLE:** Utilise the combo timer to allign yourself properly for jumps.

## PUNCH AND BLOCK

Punches are now on the shoulder buttons, not the right analogue stick. Tap L1 and L2 to punch left, R1 and R2 to punch right. Hold all four shoulder buttons to block – vital when surrounded by angry rivals (indicated by a red exclamation mark above their heads). A successful knockdown instantly fills your Boost bar, but angers foes who'll try to punch you back further down the course. Be strategic, though – you'll only scupper yourself in the long run by being too aggressive.

**KO IN THE COMMUNITY:** A knockdown earns you a full boost bar - use it when you can.

## WELCOME TO... THE LODGE

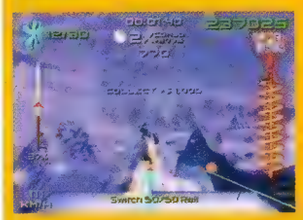
No frothy booze or molten Croque Monsieurs here, just clothes, stat points, and micro-scale options. You can access the Lodge from the Pause Screen (tap Start mid game), then choose the Transport option, before moving to the Freeride option of any peak and choosing one of the colour coded 'Stations'. Here's how to make the most of the Lodge – in the absence of oily Italians with canal boat moustaches...

### 1) BUYING STAT POINTS

Unlike *SSX Tricky*, stat points aren't awarded for getting a medal placing in single events, but bought using cash. Cash can be accrued by: a) Pulling tricks in Freeride, b) Collecting cash snowflake icons in Freeride, c) Winning medals in individual events and d) Completing EA Big Challenges. Get in the habit of re-visiting the Lodge and topping up your stats after each successful event. Be shrewd – build Edging, Speed and Acceleration stats before races, Trick and Spin stats before Freestyle (trick) events.

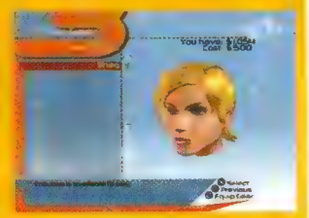
### 2) UBER TRICK SETUP

In the lodge, go into the Rider Details menu to tinker with your Uber trick set up and buy new moves. Don't just buy the most expensive, high scoring Ubers, but create a healthy balance between quick flippy tricks (vital to build up to Level Two Ubers) and acrobatic, slow moving score makers. For ease, put quickie moves on the left shoulder buttons, slower moves on the right. Or split between L1 and R1 (quick), and L2 and R2 (slow). Sorted.



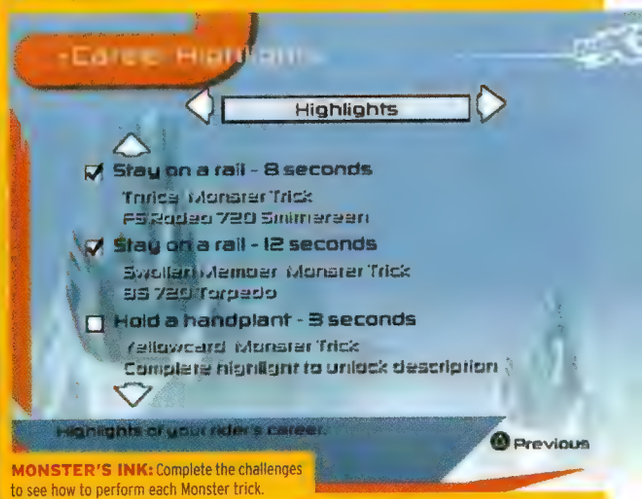
### 3) RIDER DETAILS

This screen gives you a full breakdown of your medal achievements, with best times, scores and combos. You can also unlock secret characters from this screen, plus collect trading cards, posters and replica toys. Think of it as your achievements book. But on the television, not actual paper. You can also buy new tunes here, and fine tune the playlist to your choosing.



### 4) MONSTER TRICKS

These are mega-scoring, highly specific moves, like, say, a frontside Rodeo 720° Smithereen. The Monster tricks are named after artists from the soundtrack. To unlock how to do them, you need to nail the Career Highlights tasks in the Rider Details menu, like getting air for eight seconds. Astute readers may notice the similarity between Monster tricks and the Trick Book moves in *SSX Tricky* – that's because they're essentially identical.




**MONSTER'S INK:** Complete the challenges to see how to perform each Monster trick.

# PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

## SCORE MULTIPLIER ICONS REVEALED

| | |
|---|---|
| 1,000 point bonus | 2X Score Multiplier |
| 2,000 point bonus | 3X Score Multiplier |
| 5,000 point bonus | 5X Score Multiplier |
| 10,000 point bonus | 10X Score Multiplier |

## BIG AIR: THE GOLD MEDAL TRUTH

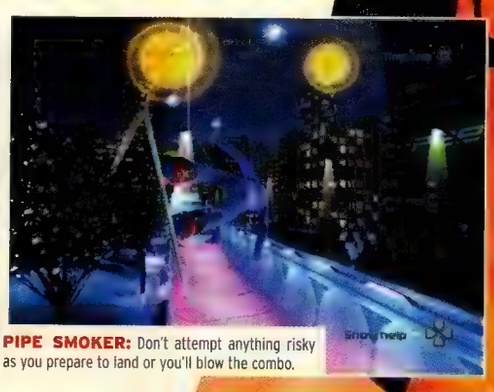
The secret to Big Air courses is to start the event with a full boost bar, so you can bust high scoring Ubers from the first jump. The way to do this is to Freeride to the event pulling tricks as you go, not just Transport there directly from the Pause menu. If this sounds laborious, you *must* sneak in a few flatland 360's and Butters – or preferably a flip – before the first jump. Most Big Air courses start with a smaller leap before the final bank(s). When you first get big air, fill the level one Uber bar so you're ready for Level Two Ubers on the final bank. Better yet, try to link the entire run using a board press to create a flowing combo. It's easy to rush to the finish line after the final bank, but – beware! Take your time pulling smaller jumps on facing banks. Peak Two's Launch Time, for example, features a bank opposite the final quarter pipe which can be used as a makeshift half pipe. Keep landing tricks until the time's up.

**ELISE RELEASE ME:** Don't be afraid to slow up and choose the right line - as below.

## SUPER PIPE: HOW TO WIN EVERY TIME

We won't tell you how to win Gold on every Super Pipe event since they're embarrassingly easy. The universal strategy is to work your way slowly across the pipe hitting near horizontal U-shapes between either bank. Take it easy on the first few jumps to build height and build up your level one Uber bar. After about five passes, start busting Level Two Ubers – about two in each jump – while twisting the left analogue stick to score extra style points for 'Invert', 'Shifty' and 'Stall'. To maximise your points, perform grabs methodically, working clockwise along the shoulder buttons and consistently altering your direction of rotation between leaps. Gold medals and scores of 600,000+ should be assured. Don't forget to boost before each jump. The run should qualify as one huge combo due to the short time between each leap.

**ICON DO IT:** The biggest scoring flakes are higher up, so keep boosting to scale the half pipe.



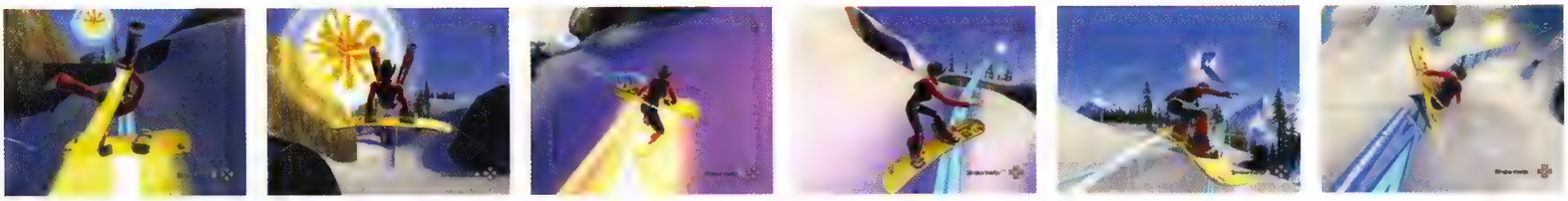
**PIPE SMOKER:** Don't attempt anything risky as you prepare to land or you'll blow the combo.

# THE TOP SIX SHORTCUTS AND SCORE ZONES: REVEALED

Scraping bronze medals is easy, so we'll focus on the nightmare tracks and their most lucrative shorcuts to ensure a Gold.

## PEAK 1 R&B - SLOPESTYLE

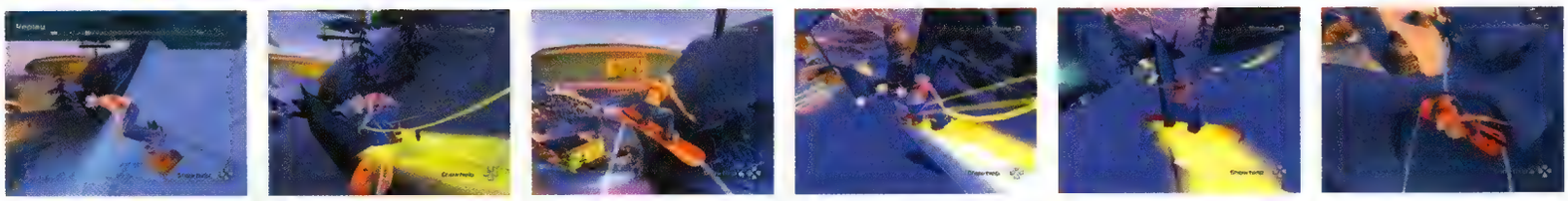
Difficulty: 4 Gold Medal Target: 250,000 PSM2 Record: 295,540



**THE HOLY RAIL:** Right from the off, there's a flowing combo line of rails, ripe for Uber Grinds and packed with score snowflakes. Just go with the flow, and use the boost button conservatively to ride the natural flow. See above for details...

## PEAK 2 RUTHLESS RIDGE - RACE

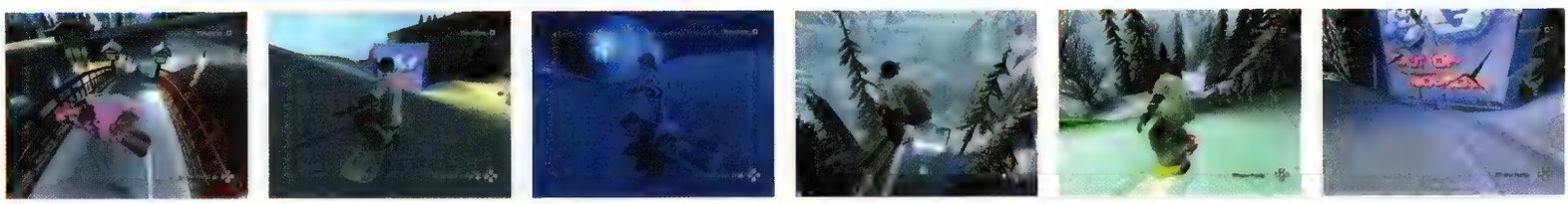
Difficulty: 5 Gold Medal Target: 2m45s PSM2 Record: 2m44s



**LOG DAY AFTERNOON:** About 20% of the way down the course (check the race completion meter on the left side of the screen) there's a log on your right leading to a killer shortcut. Simply ride out the natural combo line to guarantee Gold.

## PEAK 2 INTIMIDATOR - RACE

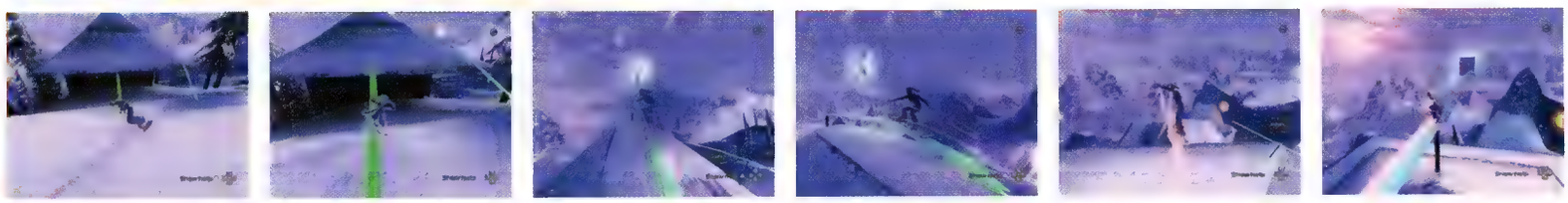
Difficulty: 5 Gold Medal Target: 3m10s PSM2 Record: 3m08s



**LOST AND BOUND:** About 60% down the course, the natural route is to hit the small jump over the bank, or take the left sweeping bend. Don't - hit the bend, but cut hard left for a subterranean combo line leading to another Out of Bounds sign.

## PEAK 2 STYLE MILE - SLOPESTYLE

Difficulty: 7 Gold Medal Target: 500,000 PSM2 Record: 512,480



**HITTING THE RAIL ON THE HEAD:** As a general rule, if a shortcut looks possible, but risky, take it. The path will be invariably scattered with score icons and multipliers - as demonstrated above in this flowing rail line about 70% down.

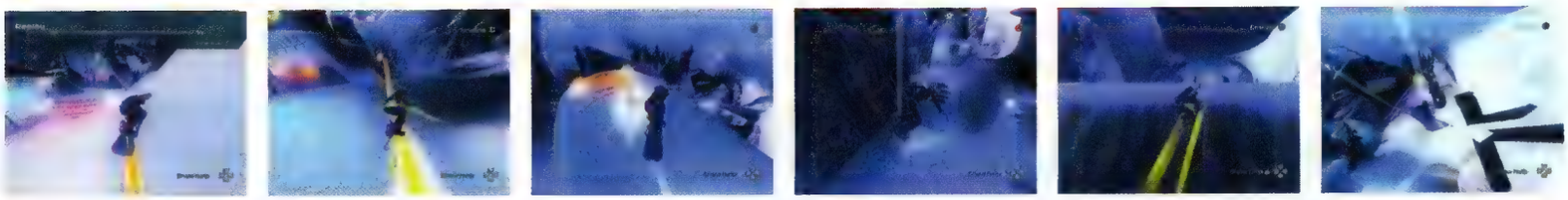
## PEAK 3 THRONE RACE - ALL PEAK

Difficulty: 9 Gold Medal Target: 2m45s PSM2 Record: 2m40s

**POWDER YOUR NOSE:** This is HARD, so don't be afraid to shadow your rival to learn the best route on your first few goes. At the start, bank immediately right, hit the gap in the far distance and try to hit the straight line route, however bumpy.

## PEAK 3 KICK DOUBT - SLOPESTYLE

Difficulty: 7 Gold Medal Target: 600,000 PSM2 Record: 524,100



**TEN AT WORK:** There's a huge 10x multiplier about 40% of the way down, but you'll need to plan your route at 30% to get the speed. Use the rail to leap the protuding bank, land and allign carefully for the multiplier - see panel five for details.

# PRO TIPS

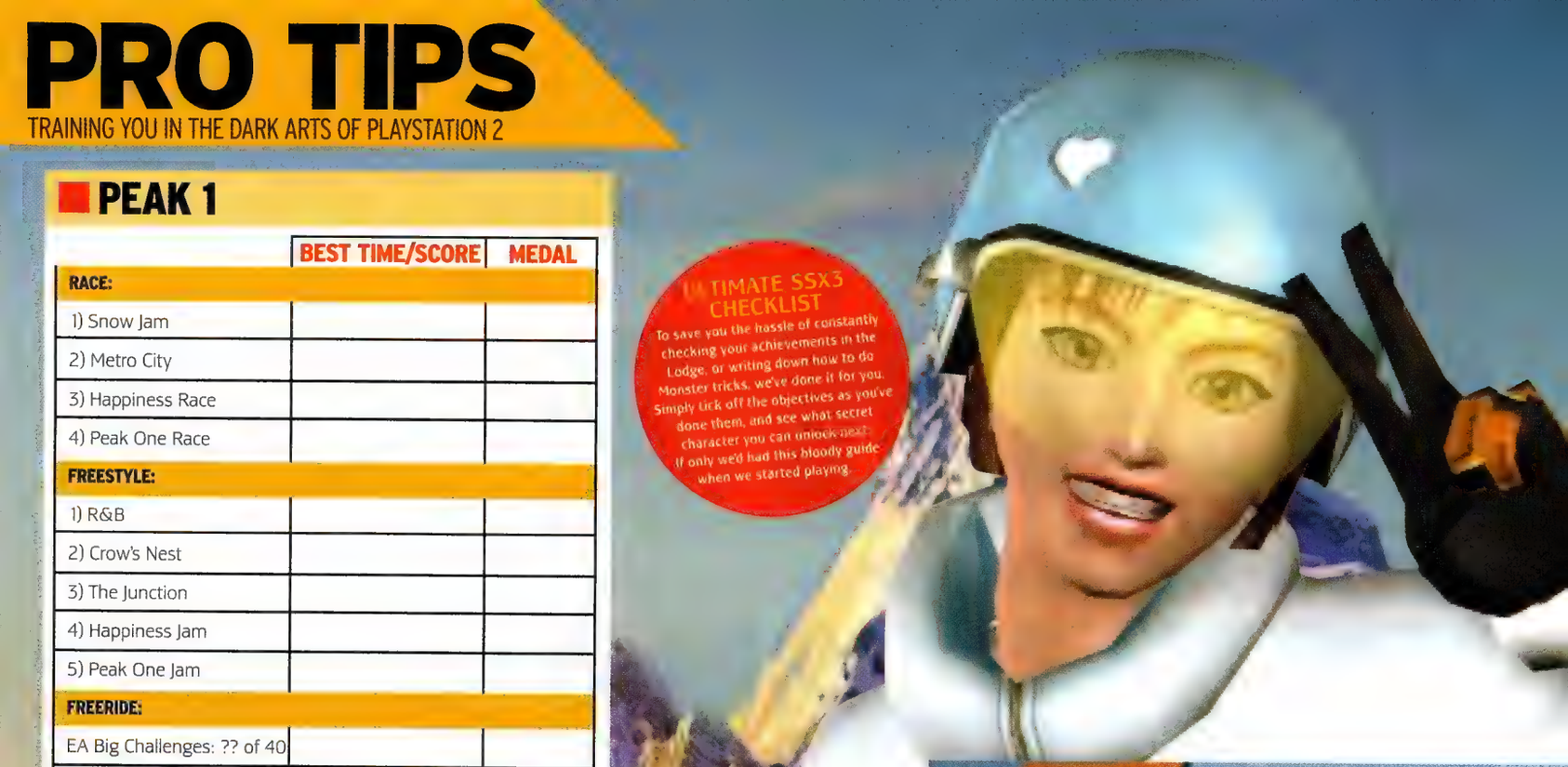
TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

## PEAK 1

| | BEST TIME/SCORE | MEDAL |
|---|---|---|
| **RACE:** | | |
| 1) Snow Jam | | |
| 2) Metro City | | |
| 3) Happiness Race | | |
| 4) Peak One Race | | |
| **FREESTYLE:** | | |
| 1) R&B | | |
| 2) Crow's Nest | | |
| 3) The Junction | | |
| 4) Happiness Jam | | |
| 5) Peak One Jam | | |
| **FREERIDE:** | | |
| EA Big Challenges: ?? of 40 | | |
| Collectables: ?? of 155 | | |
| Earnings Target: $100,000 | | |

### ULTIMATE SSX3 CHECKLIST

To save you the hassle of constantly checking your achievements in the Lodge, or writing down how to do Monster tricks, we've done it for you. Simply tick off the objectives as you've done them, and see what secret character you can unlock next. If only we'd had this bloody guide when we started playing.



## MONSTER TRICK CHECKLIST

### STAY IN THE RAIL FOR

1) Five Seconds
Felix Da Housecat Monster Tric
FS 540˚ G Money.

2) Eight Seconds
Thrice Monster Trick
FS Rodeo 720 Smithereen.

3) Twelve Seconds
Swollen Member Monster Trick
BS 720 Torpedo.

### HOLD A HANDPLANT

1) Three Seconds
Yellow Card Monster Trick.

2) Five Seconds
Alpine Star Monster Trick.

3) Eight Seconds
MxPx Monster Trick.

### STAY IN THE AIR

1) Five Seconds
Aphrodite Monster Trick
Triple Backflip Superman.

2) Eight Seconds
Ultimate dnL BOOST Monster Trick
FS Rodeo 720 dnL BOOST.

3) Nine Seconds
Deepsky Monster Trick
FS 900 Indian to Late Method.

### KNOCKOUTS IN A RACE

1) Three Seconds
Fischerspooner Monster Trick
BS Back Flip 360 Kort Martial to late Stale Fish.

2) Six Seconds
Basement Jaxx Monster Trick.

3) Twelve Seconds
N.E.R.D Fly or Die Monster Trick.

### SUPER UBERS

1) Five Seconds
Black Eyed Peas Monster Trick
BS 900 Jib O.

2) Eight Seconds
Placebo Monster Trick
BS 540 Indy to Late Trickitello.

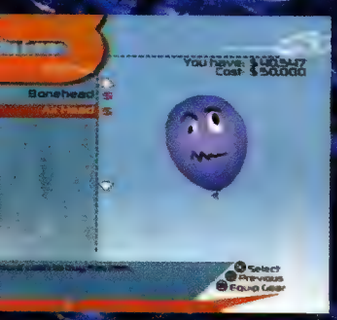
3) Ten Seconds
Overseer Monster Trick
Triple Back Flip Nose Grab to Late Lukeloo.

### UBER GRINDS

1) Five Seconds
Finger 11 Monster Trick
BS Back Flip 360 Swinger.

2) Eight Seconds
Autopilot Off Monster Trick
Double Back Flip Vacation to LATE Nifty Shifty.

3) Ten Seconds
The Automator Monster Trick
BS 360 NIFTY Shifty to Late Footloose.




### POINTS IN A SINGLE RACE

1) 150,000
Chemical Brothers Monster Trick
Double Back Flip Bar Hop to a Late Mute.

1) 500,000
Ultimate DnL Flipit Monster Trick.

1) 1,000,000
X-Executioner Monster Trick.

### COMBO

1) 10x
Audio Bully Monster Trick
FS 1080 Morgan Grinder.

2) 20x
Stoneage Monster Trick
BS Double Backflip 180 Madonna.

3) 100x
Jane's Addiction Monster Trick.

## PEAK 2

| | BEST TIME/SCORE | MEDAL |
|---|---|---|
| **RACE:** | | |
| 1) Ruthless Ridge | | |
| 2) Intimidator | | |
| 3) Ruthless Race | | |
| 4) Peak Two Race | | |
| **FREESTYLE:** | | |
| 1) Style Mile | | |
| 2) Launch Time | | |
| 3) Schizophrenia | | |
| 4) Ruthless Jam | | |
| 5) Peak Two Jam | | |
| **FREERIDE:** | | |
| EA Big Challenges: ?? of 27 | | |
| Collectables: ?? of 148 | | |
| Earnings Target: $250,000 | | |

## PEAK 3

| | BEST TIME/SCORE | MEDAL |
|---|---|---|
| **RACE:** | | |
| 1) Gravitude | | |
| 2) Throne Race | | |
| 3) All Peak Race | | |
| **FREESTYLE:** | | |
| 1) Kick Doubt | | |
| 2) Much 2 Much | | |
| 3) Perpendiculous | | |
| 4) Throne Jam | | |
| 5) All Peak Jam | | |
| **FREERIDE:** | | |
| EA Big Challenges: ?? to 21 | | |
| Collectables: ?? to 122 | | |
| Earnings Target: $1,000,000 | | |

## CHEAT CHARACTERS

| CHARACTER | PEAK | CONDITION | PRICE |
|---|---|---|---|
| 1) Brodi | One | None | $20,000 |
| 2) Eddie | Two | None | $40,000 |
| 3) JP | One | None | $20,000 |
| 4) Luther | Two | None | $40,000 |
| 5) Marisol Peak | One | None | $20,000 |
| 6) Marty | Two | None | $40,000 |
| 7) Seeiah | Two | None | $40,000 |

## CHEAT CHARACTERS: SECRET

| CHARACTER | CONDITION |
|---|---|
| 8) Hiro | Collect All Trading Cards |
| 9) Jurgen | Complete All Peak One Goals |
| 10) Svelte Luther | Collect All Toys |
| 11) Stretch | Collect All Posters |
| 12) Cudmore | Complete Peak Three Earnings Goal |
| 13) Bunny San | Collect All Art |
| 14) Churchill | Win All Peak Race |
| 15) Cutless | Get medal in all events on mountain. |
| 16) Snowballs | Complete All Peak Two Goals |
| 17) NW Legend | Complete All Peak Three Goals |
| 18) Unknown | Win All Peak Jam |
| 19) Canhuck | Complete Peak Three Exploration Goals |
| 20) Far East Myth | 100% in the All Mountain Stats |

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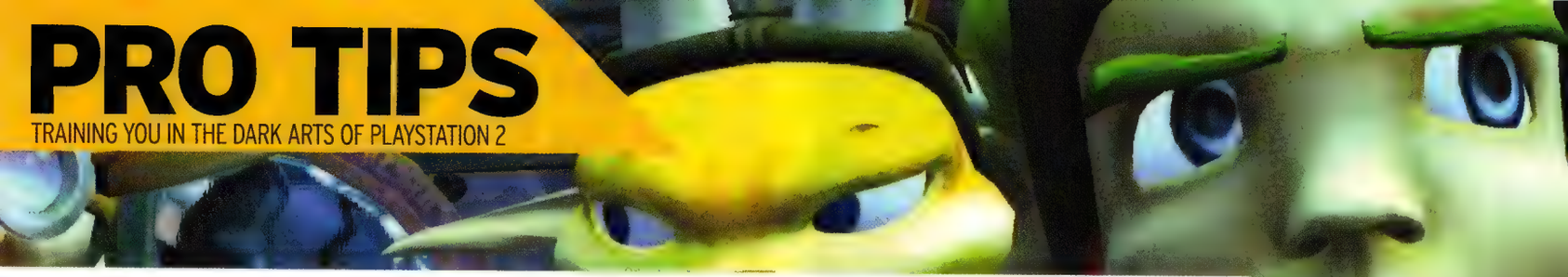
# PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2



# JAK2: RENEGADE

**PART 1** **DRIVIN', SHOOTIN', JUMPIN'** like a goosed flea... For two months, we've done nowt else .As the game hits the shops we grabs Jak's Scatter Gun and blows it's brain across these pages.

## AIM OF THE GAME

Stuffed 1000 years into the future thanks to a freak accident, then strapped into a chair and fed Dark Eco for two years. It's enough to send anyone postal. And that's exactly where Jak's gone. Off with the evil fairies, chucking shooters around like they're water pistols and kicking the locals of Haven city left, right and centre in the process. What's he in it for? Revenge, pure and chillingly simple.

## SPRING WEANING

Here, over the next six pages, you'll find a complete guide to all the tricky bits where we ended up twisting our pads like magician's balloons. PLUS, you lucky people, a gargantuan amount of cartography to save you all the hassle of pausing, switching to the map menu and desperately trying to orientate yourself. Combine the two and all you'll have left to busy yourself with is a handful of timed challenges plus the unlockable gems tucked away in the cheat menu.

## WHAT WE SAID...

**PSM2 ISSUE #38 Aug 2003**

"The game's big and mine shaft deep. It's like been dropped into the chair of an air traffic controller when the skies are on meltdown."

## WHAT WE SAY NOW

The platformer is dead. Long live *Jak 2*. It is, quite simply, a sugar blasted collection of pure greatness. Buy it. Find happiness.

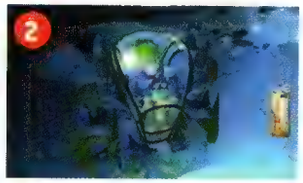
**93**

## CITY MAP

The real pain in your green goatee is the fact that you continually have to stop the action for a quick consultation of the map. Here we've pegged out all the major landmarks so that you can orientate yourself super quick. Most sections will be locked to you at the start of the game. But, once the various security walls come down, it's completely worthwhile having a trundle about learning routes between places. You'll thank yourself as soon as the first timed mission kicks off...

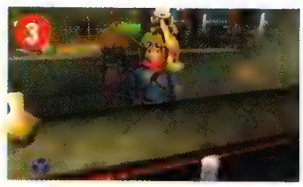
### AIR BUS STOP

You can go and visit the air bus whenever you like but, until Kor gives you the ticket, you won't be able to fly it to places like: The Weapons Factory and Dig Site.



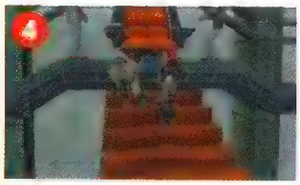

### UNDERCITY

A sub aquatic level where Jak gets to pilot the Titan mech suit for a second time. You enter here on the island and come out over on the far right of the Port.




### HIP HOG SALOON

This is fat boy Krew's base of operations. From here you'll deliver packages and get given missions in return for tasty upgrades to your Scatter Gun.




### BARON'S PALACE

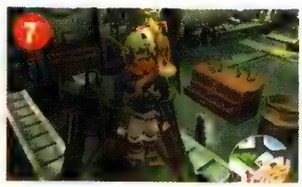
The centre of Praxis' power base. Access through the front door initially isn't an option, but there is a lift in the canal area before you get to the Stadium in the north.

### BRUTER'S FISH STALL

He's the leader of the Lurker freedom movement. Visit him and he'll give you part of the seal to Mar's Tomb in return for freeing some of his fellow beasties.

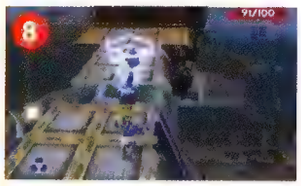
### PRECURSOR MOUNTAINS

The tranquil backwater of the city doesn't stay that way for long. Here you'll find three artifacts needed to set off the Tomb Beacon plus loads of Metal Heads.




### STADIUM

Kiera's hideout at the start of the game. Visit her and she'll instruct you on the hoverboard and give you both a chance to race in three hoverbike competitions.

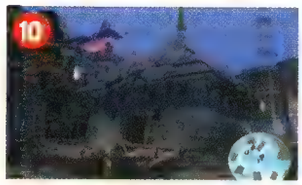



### CABLE ACCESS

Here's the entrance to the cable that runs up to the roof of the Palace. You'll need to talk to Vin over at the Powerstation first to get him to turn the juice for the lift on.

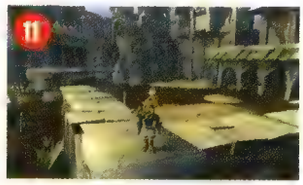
### PUMPING STATION

This supplies the city's water. It's also where you get a first mission with Sig and the place that gives you a back door to the Dig Site once you get the hoverboard.




### PRECURSOR HUT

An oracle – like the ones seen in the first game – is hidden in here. Bring it 200 Metal Head skulls at a time and it'll train Jak up in one of four Dark Eco arts.




### RUINS

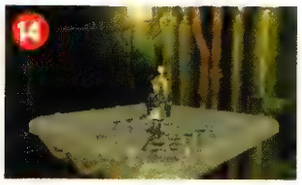
The old part of the city the locals call Dead Town. Hidden away here is the ancient hut of Samos, the green sage, and your first mission driving the Titan mech suit.

### BARON'S FORTRESS

This is where you start the game. Jak was tortured here, but he's soon ordered back to blow it's ammo dump sky high. Later, your friends pay a visit as Praxis' prisoners.

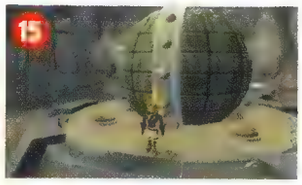
### TORN'S HIDEOUT

Next in rank after the mysterious Shadow, Torn is an ex Krimson Guard heading up the underground movement. The majority of your early missions come from here.




### SEWERS

Krew is obsessed with the sewers. Seems that an ancient statue hidden down there contains a ruby key. Guess who gets to don the waders and go a-hunting...




### CONSTRUCTION SITE

You only get to visit this hidden area late in the game, but the revelations that occur there are worth the visit. When you enter, follow the roof lights to find the exit.

### ONIN'S TENT

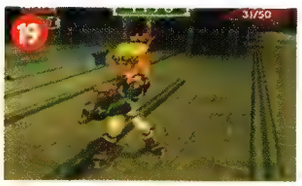
Here you'll find Onin, the blind seer. Talk to her and she'll give you a new set of missions for the Precursor Mountains as well as setting some bemani challenges.

### POWERSTATION

Home of Vin. He's a bundle of nerves, but he does have his uses, like looking after the warp gate that allows you to reach the Strip Mine and the Drill Platform.

### MAR'S TOMB

All the artifacts lead to opening up this tomb. It's divided into two sections filled with leaps and puzzles that you complete before bagging the Precursor Crystal.



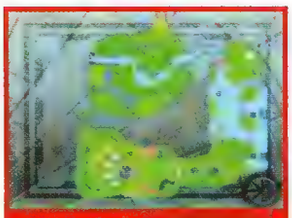

### SHOOTING RANGE

Whenever you receive an upgrade to your Scatter Gun, you have to pick it up here. You'll be given an option to test it on the range with three records to beat for each.

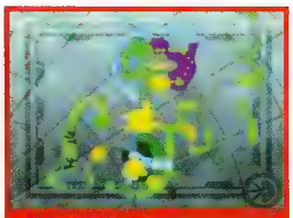
# JAK2: RENEGADE

"PAIN IN YOUR GREEN GOATEE"

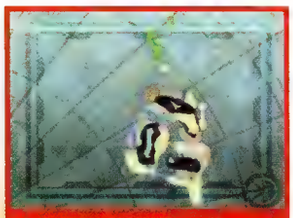
**MAR'S TOMB MAP**
The toughest bit on this map is solving the bug puzzle. We spent ages hitting random bugs until we realised that the 'trigger' insects actually have red markings on their under bellies.



**FOREST MAP**
The defence of the Green Sage is probably the trickiest part of this map. Stick to the right-hand ramp, hug the wooden wall and quickly hop onto it to take out flying guards.



**MOUNTAIN MAP**
After the bustle of the city, you'll really appreciate this level. The most troublesome thing here is shielded Metal Heads. Double-jump and spin on the spot to avoid their fire.



**PUMPING STATION MAP**
See that green island to the north? Use the hoverboard to grind the rails out to this and you'll find a handy shortcut to the Dig Site. Watch out for the robot fish, though.

**RUINS MAP**
This is the first location where you'll encounter the lobber Metal Heads. Use you Blaster to get the range on 'em and, if you're in the Titan Suit, don't be afraid to hop out and go hands-on.

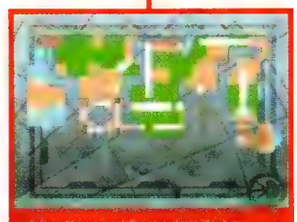
**SEWER MAP**
Here you'll meet the Metal Heads that beam death rays. The trick to dealing with them is to leap into cover and then keep popping out to let off the odd hopeful shot in their direction.

**DRILL PLATFORM MAP**
We got lost the first time we entered here. When you get to the second set of spinning Metal Heads, look left. See those explosive-looking crates? You can climb 'em. Obvious, eh?

**STIPMINE MAP**
We played this one to death thanks to the F3 demo. What we didn't know was that you can hoverboard up the pylons and grind the top rail on the bomb detonation mission.

**TIME TRIALS**
These markers indicate every time trial in the game. You'll need to race 'em all to get that 100% rating.

**DIG SITE MAP**
Getting on and off the swinging trapezes on this level are the only real headache. All we can say is not to time your release too early as Jak'll just drop like a elongated stone.

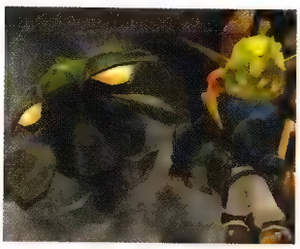


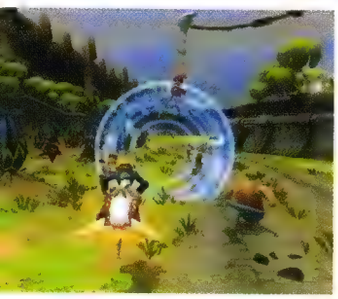
**WEAPONS FACTORY MAP**
By this point you should have all your weapons. That said, the rolling droids are a pain. We found the jump/spin Blaster combo the best way to keep them away from Jak.

# PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

**DICK VAN BIKE:** The trick to driving quickly is to always vary your height.





## BARON'S FORTRESS 1

Take control of Jak within the experimentation chamber. Go left to the outer walkway and hop on the boxes. Double back for a Precursor Orb and take the exit on this upper level. Follow the corridor until you enter the next room – there's a Precursor Orb on top of the door frame. Break open the crates, then climb the floating platforms. Head left at the top. Follow the direct path round, take out the Krimson Guards and pause before the area that has a gridwork floor. The guards will shoot you from below, so roll jump through the area then avoid the beams beyond. Pick up the Precursor Orb from behind the computer in the next room then go to the floor hatch and dive through. Below you'll find another Orb. Grab it and follow the corridor to the second hatch. Slide down to the water, climb the boxes, then double jump and spin to get to the next Orb. Double back, climb the crates and exit the Fortress.

## HAVEN CITY 1

Head straight into town and meet up with Kor and the boy – look familiar? As soon as you arrive, a squad of Krimson Guards turn up. Dispatch them using your Dark Eco powers and Kor will give you the map location of the underground's hideout. Grab a passing vehicle and make your way from the Fortress to the Slums. After your chat with Torn, grab another vehicle and make for the icon on the map and exit through the city walls.

## THE RUINS 1

Follow the path across the stepping stones. Move round to the right until you reach a point where you can climb the walls. Head towards the tower until you reach the final bridge that crosses over to it. It's made up of collapsible parts, so quickly bounce across it. The whole path to the top of the tower is riddled with platforms that suddenly disappear from beneath you so, once you start your ascent, keep moving. Grab the flag at the top and then take the exit back to the city.

## HAVEN CITY 2

Follow the on-screen icon back to Torn's then head to the Pumping Station. Follow the symbol on the map until you reach the second exit in the Water Slums.

## PUMPING STATION 1

Take out the Metal Heads, climb the pistons and go right at the top.

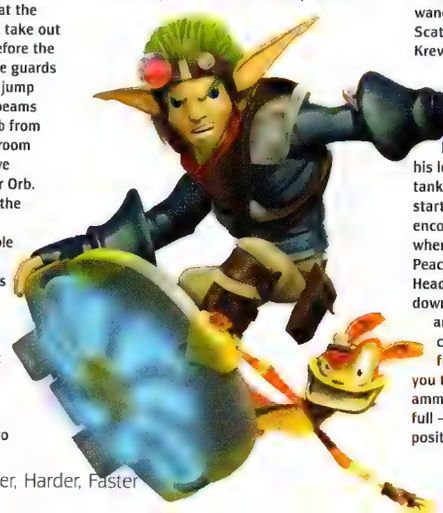
Follow the path and jump over the electrified pipes. Climb the second set of pistons and cross the next electrified pipe. Keep following the upper path (moving away from the beach and climbing all the time) and you'll eventually reach the valve. Switch it on and move back to the exit and the streets beyond.

## HAVEN CITY 3

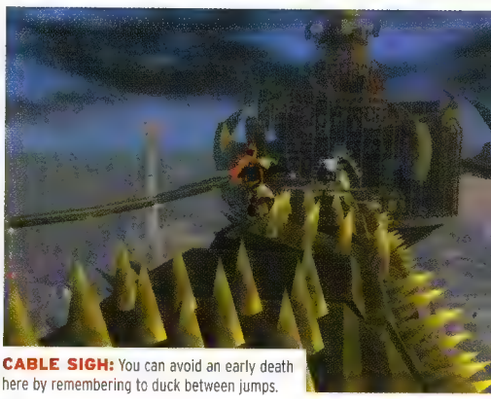
The Precursor Hut is now highlighted on the map. Pop in there to meet an old friend. If you've got 25 Metal Head skulls, trade 'em in for your first Dark Eco power, the Dark Bomb. Once trained in the dark arts, steal a vehicle and talk to Torn about your next mission.

## BARON'S FORTRESS 2

Yes, the tank is about to crush you, but not until you break the security beam on the left. Head through here and follow the path along the wall and then move quickly into the next section – remember, roll jumping on the flat is the fastest way forward. When you reach the area with the rotating platforms, work your way to the bell jars in the middle and smash them all, activating the door to the next area. At the second set of *Frogger*-style moving platforms, double back on yourself and follow the path right. Destroy the hatch and head to the munitions store.



**INVISIBLE PLAN:** The Predator-like Metal Heads can be found by tracing their bullet paths.



**CABLE SIGH:** You can avoid an early death here by remembering to duck between jumps.

## BOSS 1: KRIMSON TANK

Keep running round the central device, drawing fire. Eventually the tank will take out the cooling system for you and an alarm will sound. When it does, leg it for the newly opened door and escape before the flames engulf everything. Once back outside, return to Torn.

## HIP HOG SALOON 1

A chat with Mr Cheerful leads you to the port and the bloated Krew. It's a mission to courier a package of Eco while the Krimsons do their best to spray you to the four winds. You need to learn the route quickly and stay low to avoid collisions.

When you get to the Hip Hog, natter to the tub-o-lard and his heavy, Sig, before wandering over to the firing range for the Scatter Gun. Return to the Saloon where Krew will send you off to the...

## PUMPING STATION 2

Listen to Sig's aimless banter and then stick close and follow his lead. The first thing he'll do is blow the tank and take the path to the left of the starting point. Gun down anything you encounter and keep the camera rotating when the big fella charges up his Peacemaker. You need to bag four Metal Heads, so race ahead after each one goes down and top yourself up with both ammo and health – don't stray too far or Sig'll call off the mission. Just before the final beach, Sig's gun packs up leaving you to defend him. If you waste too much ammo, make sure your Dark Eco meter is full – you'll always have a fall back position for the final beach. Once the Metal Heads are dead, return to the entrance and back on the streets to...

## HIP HOG SALOON 2

Krew gives you a mission requiring you to locate the sewer entrance.

## THE SEWERS 1

Take the lift down, kill the cat-like creatures, then activate the first floor mounted light switch. Roll jump up to the first Sentry Gun and destroy it. Keep hopping while you swim then hit the second light switch. Kill the Metal Heads beyond and roll jump across the walkway to destroy the second gun. Follow the path on and hit the third switch for a room full of Metal Heads. Take them out with the Scatter Gun. Suck up the abandoned skulls and climb the crates on your left. Follow the corridor to the large water filled room. Jump in the water and the third Sentry Gun will not hit you. Swim up to it and punch it flat. Trigger the next light switch but don't move too far forward. It's on a timer and easier to lure the Metal Heads to you. Once they're dead, trigger your Dark Eco power and hop and spin across the platforms to the final gun. Once it's destroyed, continue down the corridor and you'll find yourself at the entrance. Return to Krew at the Hip Hog.

**MECH OF A GUY:** You've got to time your attacks in the Titan to absolute perfection.

## HIP HOG SALOON 3

Leave him to pick up the Blaster mod at the firing range. Test it out, then return to the Hog. Krew will give you the Green Security Pass and a mission to a new part of the city. Outside the bar is a Zoomer. Hop on and get across town quickly. Head north and go see the mysterious figure at the garage behind the Stadium.

## STADIUM 1

Talk to the girl in the garage, then wander round the outside to the stadium. Grab the hoverboard, zip through the training and move onto the challenge itself. This'll be the only time you get to practice your board skills for some time. Once satisfied with your score, head back to the garage and the mechanic tells you about a service elevator to the Baron's Palace.

## HAVEN CITY 4

Go to Torn's. Follow the icon to the Powerstation and jump through the warp gate to the...

## STRIP MINE 1

On the mine floor, follow the left path between the mounds. Kill the Metal Heads and move across the conveyor to the far corner where a ramp leads to the dump

**BARON FIGHTS:** When battling the Baron, use these pillars as cover.

**HOVER CRAFTY:** Practice in the Stadium well and you'll get the most out of your board.

**BUGGER FLEE:** Roll jumps are the only way to keep ahead of this insect.

**MENTAL RACE:** Erol's a prick, but he'll give you a good run at the races.

trucks on the monorail. Wait, as a Metal Head appears. Concentrate all your fire as they're a nuisance. Leap onto a truck and have the Blaster ready. Jump off the far side and walk to the beam of light and rescue Vin. He'll give you a mission before following you to the Powerstation.

## DRILL PLATFORM 1

Leap back through the warp gate and use your Blaster to eradicate the swarm of bladed Metal Heads that descend upon you. Once on top of the metal cage, jump inside the turret gun and destroy every Metal Head egg you can see – a tip here, target one flying guard at a time and you can take them down in three shots.

Explore the platform for Precursor Orbs. Now move to the explosive looking barrels and climb up them. Follow the path until you reach a red switch on the right of the gantry. Hit it using a spin attack and the next platform will move into place. Move forward to the lift tower and take it up. Hop in the second turret gun and get blasting against the second wave of flying guards. Once the air and eggs have been cleared, take the lift to the ground floor and head through the newly opened hole.

On the other side you'll discover another guard. Close in and quickly spin attack. When he's out of the picture, pole swing over the collapsing platforms and take the third lift up to yet another turret gun. You know the drill by now with the only difference being the intensity of the attack. Clear the area of eggs and then take the lift down to the lower floor where you'll find another Precursor Orb. Climb the new ramp and exit via the warp gate.

Leave the Powerstation and take a stolen vehicle to the Hip Hog.

## HIP HOG SALOON 4

Meet with Tess and then get your next mission off the chubster. It's a timed run requiring you to locate a series of money drops while under fire from the Krimson Guard. Keep low on your hoverbike and switch vehicles when you get a decent run of time between objectives. Once done, return to the Hip Hog for a Scatter Gun upgrade from old lard arse.

## HAVEN CITY 5

Take a trip to the slums to see Torn. This results in an outing to the...

## PUMPING STATION 3

Follow the route you took with Sig. As you reach the first bridge, leap down to the beach where the spider Metal Heads scuttle. Once dead, climb onto the rotating cogs and climb the pistons beyond. Grab ammo at the top and get involved in the fire-fight started by Ashelin. Help her and she'll give you the Bazaar Pass Card. Head to the exit, back to the city and to the Precursor Hut.

Take the Pass and go to Onin's Hut.

## HAVEN CITY 6

Chat to the oracle. She'll give you a mission involving three ancient artifacts. Head through the farmlands until you reach the exit to the...

## PRECURSOR MOUNTAINS 1

Take the warp gate to the right as soon as you enter. On the upper level, break the crates and run to where the upside down platform hovers. Shoot it and hop across to the lift down to the level proper. Kill the Metal Heads and look at the golden building ahead. That's where all three sections of the level join. Look directly to the left at the bottom of the lift and you'll find the entrance to the first section. Double jump and spin at the Metal Head with the shield and equip the Scatter Gun. Blast the hoppers and move up across the waterfall. As you drop a wall will break and a bull-like Metal Head will charge at you. Use the punch move to dodge it. The creature will pause and rear up. Run to the other side of the area and shoot it in the head. Repeat until its skull pops out. Now jump on the large floor button and the exit platforms appear. Climb these and equip the Blaster. Time your attack on the next Metal Head. Double jump and spin on the spot when he fires, then fire before the shield raises.

Once he's down, cross the bridge and return on the floating platforms once it collapses. Grab the Precursor Orb and kill the Metal Heads on the other side. Hit the second switch and climb the ledges to the temple on top of the mountain. Enter and claim the first of the artifacts. Take the floating platform to the hub building and walk to the first exit on your left.

Shoot the platforms and hop on each before they flip back. When on the deck a second wall will crumble and another Metal Head will appear. Take him out and new platforms will appear. Climb these and grab the Precursor Orb in the next area.

The rock face looks hard, but hug the rock formations and it's easy. Scramble up, shoot the floating platforms and follow the path to the rotating machine. Grab the lens and take the lift to the hub area. That's two...

When you get there, head for the exit opposite. Take out the Metal Heads and the guy with the shield using the jump, jump, spin technique. Pick up the Orb and cross the platforms until you reach the...

## DARK ECO BOX PUZZLE

Solution: Hit the boxes in these directions – forward, left, forward, left, forward (side strike the next box forward then...) forward, left, forward, forward (side strike the next one forward again). Now right, right, right and forward (to the next box). Forward, forward, right, forward, forward and then finally forward, forward, left, forward, forward.

Shoot the Metal Head and go through the gate to retrieve the final artefact.

Return to the gate at the start and down to the city exit. Boost a vehicle and bez across town to the Powerstation.

## HAVEN CITY 7

Have a natter with Vin then head back into the city. Boost a vehicle then scream about locating the turret guns in the area. Run each one over and hop out to hit the trigger beneath. Swap cars to avoid an early demise then, once they're all activated, drive to the area before the Stadium and locate the lift shaft.

## THE CABLE

It's a straight run across the big wire to the Palace. Watch out for the turrets – use a roll jump to get close to them. Also watch out for a Precursor Orb. Double jump to the final stretch, unequip your guns and use Jak's crouch move to avoid fire from the guns. Think you can make that final jump? Look right and you'll see a path across a few flimsy platforms. Take this and you'll clamber up the battlements to encounter a second boss.

## BOSS 2: BARON PRAXIS

Follow the path until you bump into the Baron. Dodge his attacks until the ship runs out of power. There's a pause before he heads to the pylons to re-energise. Take the opportunity to pop a few shots at him. Once you wear down one block of armour, he spins off into the next section, destroying the power nodes.

Repeat the same process. Here the Baron uses grenades that you roll jump to avoid. Once you've knocked down a second bar of armour, he'll whiz off to the final area.

Keep away from the whirlwinds and punch sideways when he charges. Once he shoots past, fire into his rear. Keep this up for four rounds and he'll go down.

Once he's gone in a blaze of glory, take the upper path – grab the Precursor Orb as you go – and then hop in the lift back to head back to the city below.

## HAVEN CITY 8

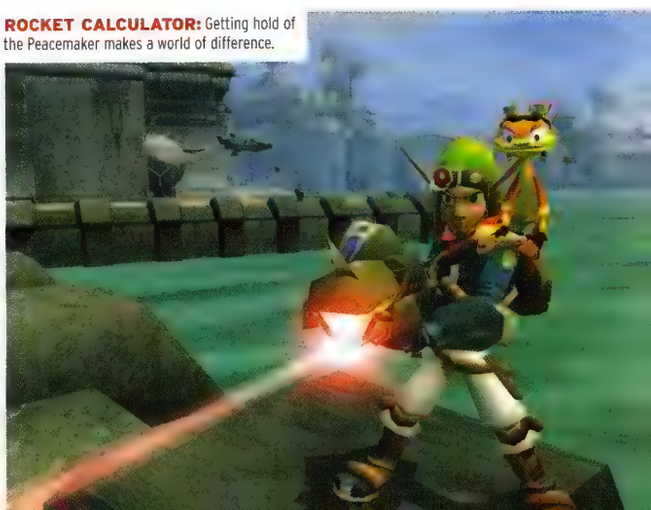
Travel back to Torn's place to receive a mission *Crazy Taxi* stylee. Stay low between picking up passengers and switch cars whenever you can. When completed, go back to the ever welcoming Torn and pick up the Vulcan upgrade for the Scatter Gun. It comes at a price, though. Another rat run through traffic.

## THE RUINS 2

Instead of the path to the right, go left. Hop across the first set of platforms and use your Blaster to deal with the Metal Heads lobbing bombs. Clear a path and follow the beaches until you reach the crumbling building. Inside, take the upper path and follow it to Samos' hut. With the revelation that you've travelled 1000 years into the future safely in your head, go back to the city, making a mental note of all the Precursor Orbs you saw on route.

## HAVEN CITY 9

Go to the Precursor Hut and pick up the Dark Blast power, then return to Torn. Hey! It's Samos. He's the mysterious Shadow! Somehow he isn't himself any more... He doesn't recognise Jak and looks younger.



**ROCKET CALCULATOR:** Getting hold of the Peacemaker makes a world of difference.

Accept his mission and follow the icon to...

## THE FOREST 1

Pick up the hoverboard and take the warp gate, following the new hovering platform into the the woods. This is all about hunting down Metal Heads.

Once you've collared the first one, take the tunnel at the head of the river to the second area. Familiarise yourself with the hoverboard's grind system and fry the second flapper. Now locate the wooden fort. The final flapper lurks at the top.

Spend time exploring the area for Precursor Orbs and make your way back to the entrance and a drive back to...

## HAVEN CITY 10

You've got a few options here. Krew's bar is the closest. Motor over for a timed driving mission which involves a recall of the route before you head back to the Hip Hog for a Scatter Gun ammo upgrade.

Then it's off to the Bazaar and the smiling face of Bruter. The Lurkers are kosher in the future, so grab a vehicle and liberate three of their number that are being transported in prison vehicles. Head off the cage Hellcats before you open fire, making them turn before they can escape. Return all three to Bruter then zip across town to the Water Slums for a reward. Wagons full of Krimson Guards then turn up. Equip the Vulcan Cannon and go crazy.

Next stop the Hog to natter with Krew about a return trip down the nearest drain.

## THE SEWERS 2

On the hoverboard zip down the tunnel until you reach the stepping stones. Take the path right and follow it until you drop into the first of many wet rooms. Follow the obvious route until you reach your first valve. Punch it and locate the exit on the lowered water level. There are three in all. When you reach the last one, check for a Precursor Orb, then journey back until you discover the new tunnel entrance that was underwater. Inside there's the statue Krew was talking about. After Daxter has grabbed the Ruby Key, take the stairs and drop to the level below (for a Precursor Orb). Grab the lift, head back to the start and into the city, back to the Hip Hog and Sig for a new mission to...

## THE FOREST 2

You know the way, but this time it's a seek and destroy mission. Keep your eyes open for the glow of the cloaked Metal Head skulls.

Take down the lot then return to the city.

## HAVEN CITY 11

As you're in the area, why not investigate the Krimson Skull icon that's been nagging the map? Turn up in the Bazaar and you find Ashelin dealing with a Metal Head attack. Help her out then head to the Slums with the pass card she gives you.

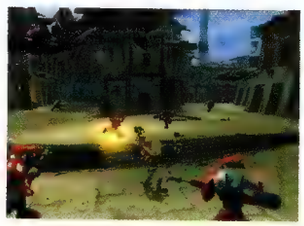
At Torn's hideout, you'll find Samos. Collect the heir apparent and escort him through the city to the Powerstation.

The first section's carnage – equip the Vulcan Canon and shoot behind too. The second section is a drive through the city followed by another battle. After that, enter the Powerstation and meet up with Vin and Kor. The old boy'll give you another mission at the Dig Site, but a pressing matter needs attending to at the Stadium. Get yourself over there for a reunion with Kiera and Krew.

## STADIUM 2

There's racing to be done. Go to where you took the hoverboard trial and grab the glowing hoverbike. Hang back at the start and grab the boost on the inside of the track. Where the track curves about a large drop, cut the corner using L1 to jump and hitting (circle) to boost while you're in the air. It's tricky. Watch out for the ramp jump after this feat. Instead of taking the ramp, go up the wall to the left and zip past the gaping hole.

Once you've won, leave the Stadium and go to the Port. Take the Air Bus located on one of the two central islands.



## DIG SITE 1

The tactic with this mission is to get as high as you can. Krimson Guard with grenade launchers litter the scaffolding but they tend to target down not up. Climb using the hoverboard and soften up the resistance. Zip along the rails and break the tethers holding the drill. As soon as it goes into overdrive, take the lift to the bus stop and return to the city. Cruise across town to the Powerstation and another conversation with Vin.

## STRIP MINE 2

Tricky. Head directly to the pillar in front and grind the upper rail right to access the most difficult Eco Vent. When approaching the ramp, don't try anything fancy, just hit ⊗ at the top of each vent.

At the Powerstation, meet up with Kor who'll have another mission.

## DRILL PLATFORM 2

There are three section to this. When the patrol ship turns up, the quicker you target its turrets, the less damage you'll take. Focus on each one and aim to destroy it before the next one appears. At the end of the third rail, take the warp gate to the Powerstation. It's time to visit Onin for a mission update and a journey over to the...

**TRICK AS THIEVES:** The hoverboard level is short lived, so make the most of it.

**WINNING SUIT:** You need to protect the energy levels of the Titan to succeed.

## DIG SITE 2

Grab the air bus and head into the tunnels. The path's simple, though you'll need to explore to locate the triggers. Into the second section take the path ahead for the first button, then enter the larger room. Search all the alcoves to locate the other buttons. Drop to the ground on the right of the platform and enter an obscured room at the end of the ledge. Then it's back up to the tricky swing above. Crouch on the lower platform and do a high jump as the bar swings above your head.

Swoop to the other side of the lava, and move to the right onto the new raised platform. Go across it for a hidden Precursor Orb, then climb the path a second time to access the ledge above. Kill the Metal Heads, then equip the hoverboard and ride the two rocks to the next island. You'll have to be quick, as two scorpion Metal Heads appear as you land. Take them out and work your way to the next set of trapezes. The jump into the last cave is tricky, but it'll only take a couple of attempts to get you in.

Climb the scaffolding and ride the platform wheel. A touch of boulder/barrel dodging and you'll find yourself at the totem. Nab the seal and take the path behind to the warp gate. Head to Torn's.

## HAVEN CITY 12

Here you tackle five prototype Hellcats. Use Torn's hideout as a base. After each vehicle is destroyed pull back to the safe house to wait for the heat to die down. It ensures that the journey to the next target is less damaging. Bag all five of the wagons and go to Onin's hut to find a strange little bemani game in the style of *Fantavision*. Reach the required score and you'll pick up the seal that activates the beacon in the mountains.

## PRECURSOR MOUNTAINS 2

Return to the first path you took and down the lift to the bottom where two Metal Heads wait. Look right as as you step off. An entrance has opened. Grind the rails to the first opening. Pootle down the track and you'll run into the Beacon. Activate it and return to the entrance. Boost a vehicle and drive to the new icon.

## MAR'S TOMB

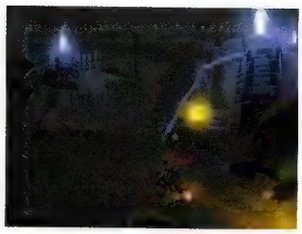
Chat to the reception committee and get on with the tests that lie within the tomb.

Take the ramp to the water-logged floor. There are two large doors facing each other three quarters of the way down the central hall. Take the left door.

Jump up the platforms and you'll be able to hang off the sides and time your ascent. At the top, follow the poles and spin your way to where you trigger the platforms and make them slide across the Dark Eco. Activate the second floor switch, then take the new stairs underground

Clear the lower section and get involved in the chase with Daxter. It's easy after a couple of goes. At the vertical shaft, bounce off the webs and aim for the slope opposite. The action'll switch to Jak.

Go down the large stairs to where the



giant ball started to roll after Daxter. Get involved with the second set of ascending poles. Hit the switch at the top. Take the hovering plinth to the water below. Back to the main hall now and the right door.

The bug puzzle looks hard. Check out the underside of the bugs before they flip over. See the three with the red marks? Hit them and them alone. Next comes the first coloured square puzzle. Straightforward, except for the fact that you need to be VERY precise with your landings. As for the electrified pools beyond? Well it's only on the surface, so dive under to avoid damage. When you get to the long stretch of water with the pillar in middle of the corridor, climb it and shoot the spiders in the next room before progressing.

Next is the musical graveyard for a game of matching pairs. Strike each stone, memorise the tunes and locate the stone with the same note. Open the door by sinking all the stones, head through and activate the switch.

In the main hall the beams have activated. Zip down and prepare for...

## BOSS 3: BARON PRAXIS

Hide behind one of the pillars and let the mini mechs come to you. The Baron releases mines that can hit back at him – be precise with your aim here. Deplete his energy bar by one chunk and he'll add his fire-power to the mech assault. Hide behind a pillar during this. The final stage sees the Baron using the Precursor Crystal. Run towards the mines and wait for him to pop his head up before kicking them back. Once the mech's are destroyed, head to the surface. Go to Torn's: Ashelin's in trouble!

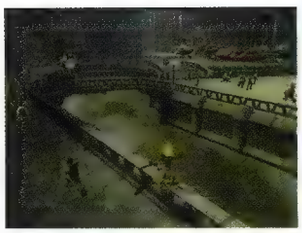
## BARON'S FORTRESS 3

Activate the floor buttons on the guard platforms – killing everyone first, of course. Dodge the turret's sensor beams and drop into the half pipe beyond. Run right onto the new ledge further down. Grind the rail between the guns and roll jump through the next area. Work your way behind the computer bank on the upper ledge. Here you can jump over the sensor lasers. Nip through the door, quickly pass the mini mechs and you'll find yourself in the experimentation room. Run in and the cells will pop open. Grab Samos, and take the warp gate to the Powerstation. Head over to the Hip Hog and receive another gig from Krew.

## THE SEWERS 3

It's an escort mission. Once you've hooked up with Krew's trio, follow their lead and kill any Metal Heads you encounter. You'll

**RIP IT HUP:** Torn starts out as a right task master, but he's okay really.



be attacked from the rear as well as front. Get on the ledge when the demolition guy blows the obstruction and hear a different snatch of dialogue. Keep moving, roll jump to avoid the Metal Head death rays when they pin you down and peek round the corner they were defending. Fire at the far Metal Heads and use the Blaster to avoid getting close to them. Equip the Vulcan Cannon. A swarm of Metal Heads appear.

Remove them all and head back to the streets. Good news is that you get the Peacemaker upgrade for your trouble. Next stop, Kiera and another day at the races.

## STADIUM 3

Face off with Erol then take Daxter onto the track. You'll ace this in no time. It's back to Torn's.

## HAVEN CITY 13

It's a 'kill the blast bots mission'! Time and a clever use of force are essentials here. First, commandeer vehicles and drive them directly at the 'bots. Jump out at the last minute and let them crash into the droid's legs. Now run in real close – right under the device's legs. Nuked all three? Head to the Hip Hog to receive a challenge from Erol.This is a toughie, but persevere. Win the race and see Vin at the Powerstation.

## STRIP MINE 3

A straight forward hoverboard mission. Enter the level and follow the path to the right. After jumping the two rolling cutters, get off the board and head up the ramp to the right. The final run of moving platforms is tough only because the second moving deck is just a little bit further away. Trick mid air and you'll be on top of the crate in no time.

After it falls, race to the city and take the sage's advice about visiting...

## THE RUINS 3

Climb into the Titan suit. Deal with the Metal Heads then, at the second block puzzle, push the stone towards the low wall on the left of the entrance. Hop onto the wall and follow it round.

After another block push, move round for a pillar smash. You can pick up the next block once it's in your hands. Move back to where the first pillar was. Take the second column across and chuck the next block through the wall opposite.

One more pillar and the Life Seed is yours. Head back to the deck, equip the hoverboard and have a look at the ruins for some Precursor Orbs.

## PRECURSOR MOUNTAINS 3

Hurtle across town, chat to Onin and Pecker, who'll direct you to the mountains. When you arrive in the forest, take the water path to the second section of this area and locate Samos by the wooden fort. As you arrive, Krimson Guards appear. Your best bet is to favour the right-hand ramp and defend like there's no tomorrow.

## HAVEN CITY 14

See Bruter for a mission. There are three parts each with their own drop off point – two in the green fields and one in the canal district before the Stadium. Once you've herded all six Lurkers to safety, go to the Powerstation. Kor's there with another mission.

## DRILL PLATFORM 3

Hop into the Titan and smash the door behind the gate. Take the lift down, dodging the lasers. Give the next door a 1-2-3 and enter before the lasers fire.

Put the mech on the far platform, hop across the platforms and grab the ledge. Kill the Metal Heads and activate the red switch with a spin attack. Loads of collapsible platforms and flame walks in the next area, so keep moving. Follow the path and hop out of the Titan. Kill the Metal Heads then roll jump to the next platform and hit the switch. Repeat the process for the next bridge, and keep hopping to avoid flames and collapsing platforms. Smash up the control room and prepare for an escape against the clock. Get free of the wreckage and head over to the Stadium for a showdown with Erol.

## STADIUM 4

The shortcuts are obvious on this final track. Hang back at the start and take the narrow passage on the right. The only other area of difficulty is the sharp turn with a blank wall on the other side. Memorise its location and ease off the throttle as you approach and boost down the straight as soon as your nose is facing back down the track – the second shortcut's at the end of this run. Take it and immediately prepare yourself to double back down the narrow passage.

Claim victory and leg it into the city for some action against the Krimson Guard. Once clear of the Stadium, head to...

## THE PALACE

Have a chat with Ashelin in the throne room and get ready to fight. Swoop up the

**TREE BLIND DICE:** Shoot these Metal Heads enough and their cloaking devices will fail.

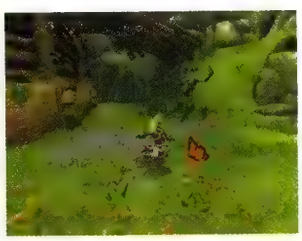
**MR JUMP:** Master this jump and all the rest of the races will seem like a right doddle.

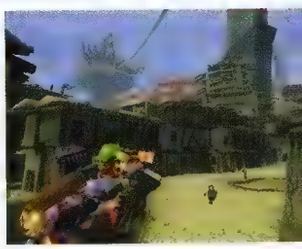
poles and kill the guards. Break the glass panels and work your way to the turret gun. Jump on top to give you a view of the area. Use the Blaster to pick off the guards beyond and run round the corner. Break the pane of glass to your left and grind the rail – switch out of hoverboard mode as you land. Take the next set of platforms and dodge the second turret's fire. The door is left of the entrance. Grind the rails beyond, shoot the guards and take out the giant light fitting. Grind it once it's down, then jump on the next gun. Blast the opposition and take the last set of platforms to the lift and exit. Ashelin calls. Head to the Port and take the air bus.

## WEAPONS FACTORY

Head to the highlighted door up the grassy slope. Take the lift and go down to the room full of guards. Hit the floor switch on the left to deactivate the forcefield. Shoot the target to the right of the second conveyor and hop onto the low wall. Rolling droids appear at the other side. Kill 'em all, then cross the new bridge. Stand on the screw and spin attack to swing the bridge round. Climb onto the conveyor and hop over the arms the spinning blades are situated upon.

Scramble up the next conveyor belt for an Orb and down it again to hit the targets opposite. Ride the next conveyor, hit the target and go through to where the guards are. Next obstacle is a series of targets to shoot and belts to ride until you reach one running too fast. See those targets on the wall? Hit 'em and platforms will drop down. Another target and you'll climb into a second battle with the droids. Up another conveyor and across a set of rotating bridges – make sure you pick off the guards. Now down into an extended battle with the third set of rolling droids – hide next to the conveyor you came in on to minimise your chances of getting hit. Head through the unlocked doors and onto





another lift. Hey, loads of ammo crates. Must be a boss battle coming.

## BOSS 4: KREW

Equip the Scatter Gun and stand on the ledge next to the lift shaft. Krew's holographic twins can only attack from one angle. Wipe out a wave and switch to Blaster, keeping the fire concentrated on Krew. Do this three times – keep lardy under fire and he won't shoot back – and he'll crack. After the piercer bomb's melted down, ride with Ashelin and head to the Hog. Chat with Tess and then play the mallet game. Beat it and the Time Map will pop out. Pick it up and head to the central islands in the Port for your next mission.

## THE UNDERCITY

An underwater race against enemies, mines and a dwindling supply of O2! Don't worry about the Metal Heads, just head for the next recharge point and avoid the floating mines. In the room with the low platforms, hit them all and take the lift to the surface. Hop across and drop back down into the water. At the bridge wait beneath the arch for the squids to come to you. Punch them at the last minute and its plain sailing all the way to the airlock.

Roll jump the chasm and join up with Sig. Solve the block puzzle and then run. Move to the second puzzle. To solve this one, shoot the stone three times to the right, hop across the gulf and shoot it twice into its slot. The next puzzle's simple. Once you've solved it, watch Sig's speech, take the passage to the lift and race to the Stadium.

## STADIUM 5

Another defence mission. Hold off the Metal Heads by positioning yourself under the Rift Rider while it's being carried. Equip the Vulcan Canon and give it some 360° usage as you follow the device over to where the balloon is tethered. Once it's safely up in the sky, grab a ride and head off to the...

## CONSTRUCTION SITE

Check out the new icon on your map and follow it to a door in the area that houses the Powerstation. Once inside it's really dark. Follow the path of lights and things'll get brighter. Go through the door at the top and discover Kor's alter ego. Once he departs, grab the Precursor Stone and return to the Port for a ride on the air bus.

## METAL HEAD NEST

Kill them all! Once on the deck, turn the screw device to raise the platform. Kill the second set of hoppers and take the stairs up. On the other side is a small entrance to the left. Take it for a cutscene showing the mother of all guns.

Once the nest's been cracked, wander to the lower level for major carnage – there are Precursor Orbs in a tank turret and one in a pile of rocks. Continue until you reach the third elephant thing and use the hoverboard to nip round him via the Dark Eco pools. Run the gauntlet of another pile of hoppers (use the Blaster). Climb up to the nest's entrance. You're greeted by a wave of hoppers. Clear a path and go through the arch to find...

## KOR/METAL HEAD SUPREMO

This isn't hard. In the delay, while the eggs are being dropped, introduce Mr Peacemaker. After that, switch to Blaster and work your way towards its tail. Keep healthy by using the jump/spin/shoot combo to clear the scorpion beasts.

If you concentrate fire on its rear and grab as many Dark Eco blobs as you can, you'll be ready for the showdown. When his health hits the red bar, Kor drops from the ceiling. Slap him with a Dark Bomb.

Now settle back with a cool drink to watch the credits.

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# OVERLOAD

THE LATEST GAMES LAST MINUTE

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**SWORD MEETING:** Two, blades, two guns, kicks, slaps and combos. She's everything she was in *Tekken* but more.

**HANG WARFARE:** As well as fighting, our heroine's a dab hand at stealth moves and the odd spot of acrobatics.

FIRST LOOK!

# NINA

Get up, beat your sister to a pulp, climb into stealth suit, assassinate milkman. Welcome to the weird world of Nina Williams.

**Poor old Anna must be kicking herself. All that hard work trying to restore Nina's memories after *Tekken 3* only to have her sister fall back into her dark ways as a hired assassin. Now, continuing her fascination with all things English – remember the Steve Fox snog? – Nina's shacked up with an MI6 agent called Alan Sumishi and gone and got her very own game.**

**The Idea:** In true *Tekken* style the backstory to this one's well mental. There's a luxury cruise ship that's filled with members of a secret society called The Camietta who are organising a underground fighting tournament. Nina's gone undercover and is along for the scrap. But, guess what? Things don't turn out the way she expects...

**Best Features:** Which is brilliant news for us as she then gets thrown into a game remake of Under Siege with a ship full of goons to dispatch.

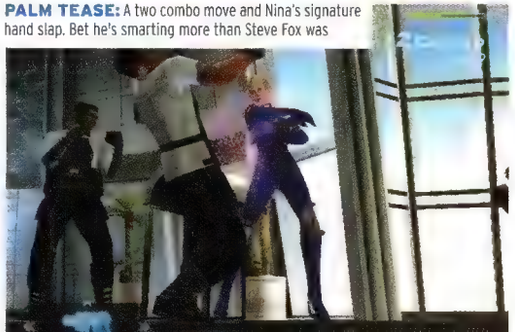
Details of the game are scant at the moment but, what we *have* heard has re-fired our endless discussions about the beat-em-up's tortuous plot. Dr Boskonovitch's lab is rumoured to be a location other than the ship, Nina will fight with guns as well as swords and you'll get to play as her partner, Alan, as well as the lady herself. Other coolness comes in the form of an 'Internal Destruction System' (X-ray death blows straight out of *Tenchu/Rogue Ops*, admittedly) and a Neo-like blast that flattens loads of enemy operatives at once. Gameplay'll be a mixture of stealth and all-out combat as the blond killer attempts to locate a weapon called the Salacia.

**Bottom Line:** Good news is, there was only a five month difference between the Japanese and UK versions of *Tekken*. So, Christmas 2004 then.

**ANTICIPATION** ★★★★★

**VESSEL RUN:** The whole ship's crawling with agents of the mysterious Camietta terrorist group.

**YOU GET OUR BOAT:** The sumptuous interiors of the ship are like no cruise liner we've ever seen.



**PALM TEASE:** A two combo move and Nina's signature hand slap. Bet he's smarting more than Steve Fox was

# RED NINJA: END OF HONOR

JUST IN!

**Seduction's the name of the game as far as new Japanese developer Tranji are concerned. We've got ninja games coming out of our ears at the moment. *Tenchu*, *Shinobi*, *I-Ninja*... Seems the mind bank of Eastern assassins is way short of being mined out. So, how have these fresh faces on the block distanced themselves from the competition?**

**The Idea:** Sex first every time, as far as the collective sewer brain of PSM2 is concerned. Lead character Kurenai is kind on the eyes with her micro mini kimono and legs for days. But the allure doesn't end there as she/you can actually use you charms to tempt enemy guards to their deaths.

**Best Features:** As well as using sex as a weapon, Kurenai comes equipped with a deadly device called the Tetsugen. After surviving being hung with wire by the Black Lizard Clan (ewww), she uses her noose to ensnare and garrotte others. It's like a razor wire grapple that, when thrown at an opponent, tangles round the victim's neck. Neat trick is, the trailing wire can then been pulled taut. This allows the ninja to run round her target in a big arc slicing anyone between her and her initial victim in half. It's grisly in the extreme, and made all the more so when hanging and club upgrades get added to it. The other choice feature that results from the device is a grapple line function that immediately opens the levels up vertically. So expect the kind of extended climbing seen previously only in *Tomb Raider*.

**Bottom Line:** The girls got the moxie, the weapon system's completely fresh and we haven't even seen the bone popping 'dislocation' feature yet. Yes, this could have *Tenchu* on the run.

**ANTICIPATION** ★★★★

**LINE FIELD:** Stretch the wire out, run round and dissect anyone who gets in your way.

**UP SET YUMMY:** Thanks to the grappling and climbing skills the levels just keep going up and up.

**GUARD TARGET:** Kurenai's well hard, which gives the game a more arcade feel than, say, *Tenchu*.



**I KNEED YOU:** Hand-to-hand combat's also catered for, but pales against stringing someone up with the Tetsugen.



**SPEED KILLER:** One thing that really impressed us in Tokyo was how fast it played.

## MISSION IMPOSSIBLE: OPERATION SURMA

**The Idea:** Ethan Hunt on a new impossible mission devised by the Paradigm *Spy Hunter* boys.

**Best Features:** Despite his Sam Fisher stealth stoop – plays havoc with your back in later life, apparently – and general *Splinter Cell* styling, this is actually playing rather sharply. Ethan comes with a decent array of gadgets that allow him to tap into CCTV cameras, photo suspects and zip line his way to higher locations. The levels are pleasantly complex, although a touch texture lite, and everything rattles along as fast and any other sneak heavy title we've encountered. The only real gripes we've got with the early build is a precarious camera and non-intuitive control system. Other than that, this is looking pretty solid.

**Bottom Line:** Espionage infiltration games are more prolific than Japanese tourists at the moment.

**ANTICIPATION** ★★★

## LETHAL SKIES 2

**The Idea:** It's all about jet fighting in a rag-tag future where different factions battle for sky dominance. Sort of like Independence Day, but without the UFOs.

**Best Features:** The game's aircraft hangar has been bolstered with seven new futuristic fighters – bringing the total number of planes to a whomping 19. Stick them across 20 missions set around a drowned Earth – with enough bogies in the skies to fill a box of Kleenex – and you're in for another decent flap twitching blast. Especially when you take the time to call in a mate to tackle the missions in co-op.

**Bottom Line:** Flight sims are a dying breed and someone needs to re-invent them. *Dropship* came close but there's still room for improvement. Sadly, we're not convinced *LS2* is the wingman for the job.

**ANTICIPATION** ★★

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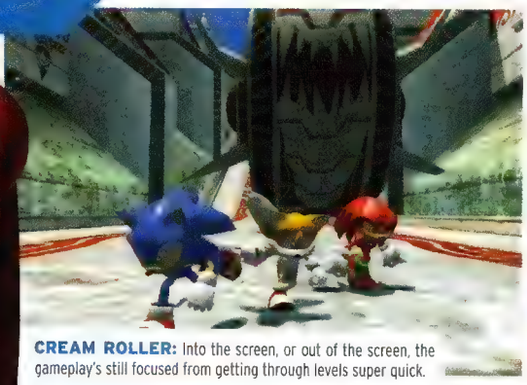
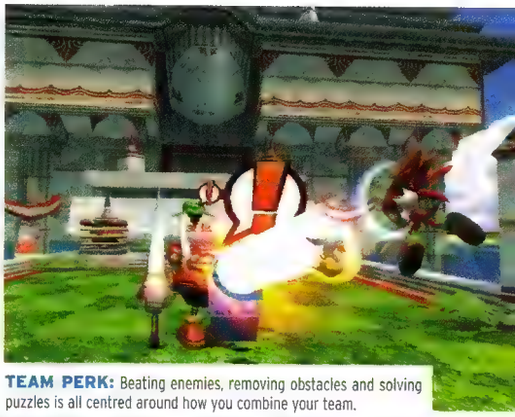


**CREAM ROLLER:** Into the screen, or out of the screen, the gameplay's still focused from getting through levels super quick.



**TEAM PERK:** Beating enemies, removing obstacles and solving puzzles is all centred around how you combine your team.



**TURTLE RECALL:** Blue skies, surf and palms. Sonic's been on permanent holiday since day one.

NEW SHOTS!

EXPECTED UK DECEMBER 2003

## SONIC HEROES

**It's been a time of mixed fortunes for Sega of late. But with *Worms 3D* doing the numbers in reviews (pg72) and Sonic turning in a concrete performance here, we're starting to think that perhaps the 'forgotten publisher' is making its weighty presence felt again.**

**The Idea:** Four teams of level runners – Sonic, Dark, Rose and Chaotix – creating a possible three way combo of 12 playable characters. As for the plot... Calling Dr Robotnik. Say no more.

**Best Features:** It has to be said that the linear, 'scream into the screen' format is starting to wear slightly thin, but the inclusion of the character trios has revived the series' life-blood. We've stuck predominantly with Team Sonic in our first pass, and the results have been exceptional. Knuckle's power slam's great for slapping your way through the scenery, Tails can haul everyone out of trouble and Sonic... Well Sonic's there for those every friendly speed ramp blurs round and around and... and the really choice thing is you've really got to use the team combos to take out the bosses. So that's things like Knuckles chucking Tails for a pounding special attack.

**Bottom Line:** It's as bright, bold and as colourful as it ever was. Only thing is, this is a long way off from what the gargantuans *Jak2* and *Ratchet and Clank: Locked and Loaded* will be putting out there this Christmas. It deserves to do well, but will no doubt suffer from overshadowing.

**ANTICIPATION** ★★★★

EXPECTED UK NOVEMBER

## BOMBASTIC

**The Idea:** Too little time and space to tell you this is the best puzzle game ever to grace PS2. Anyone remember *Devil Dice* a ways ago? You do? Brilliant. Then you're gonna flip like a Chinese gymnast when you see what's happened to the game in the hands of Capcom.

**Best Features:** An all new combo feature that allows you to move dice once they've been triggered. This allows you to add other numbers to you original block simply by rolling by them. Not only that, but when cubes detonate they can kick off a chain reaction with lesser numbered dice that get caught in the blast radius.

**Bottom Line:** The result? Absolute mentalist addictive fun that makes you brain work on another level.

**ANTICIPATION** ★★★★★

EXPECTED UK DECEMBER

## DYNASTY TACTICS 2

**The Idea:** More shuffling micro soldiers about a hilly board and pulling off puzzle-style combos to unleash armour rattling attacks.

**Best Features:** Before you let your eyes sag and begin dribbling, the new touches on show here are definitely worth a look for those that 'get' the whole *Dynasty Tactics* thing. A new hero status allows one unit to trigger multiple attacks ramping the link moves up to a new maximum of 10. Plus there's now the chance to explore cities, create allegiances with friendly units and amass all 96 special moves to help you in the 200+ battles ahead.

**Bottom Line:** A puzzler for RTS heads but, ultimately, of little appeal to just about everybody else.

**ANTICIPATION** ★★

EXPECTED UK TBC

## SPY FICTION

**The Idea:** (Sob sob, sob, sniff... Sorry.) Yes, it's another third-person action adventure with a stealth based, espionage Look. What the hell's wrong with you creative types?

**Best Features:** Oh dear GOD!!! Rappelling agents (yep, seen it. *Everything or Nothing*). How about a retina scanning device? (See *Rogue Ops* last issue.) O-k-a-y, how about parachuting and hand gliding mini games? (Yep. Actually no. No, you've got us there). So, you standard snooping and shooting fare with a touch of the *Sky Surfers* thrown in just for that one 'unique' element.

**Bottom Line:** *Alias*, *Rogue Ops*, *Espionage*, *Nina*, *Mission Impossible 2*, *Cy Girls*... Robot make good spy game today, no?

**ANTICIPATION** ★

EXPECTED UK DECEMBER

## BATTLE CONSTRUCTION VEHICLES

**The Idea:** Now here's an original. It'll have the lifespan of the Fastfood Rockers, admittedly, but while it shines cheaply, it'll shine bright. Take JCBs and throw them at each other until one falls apart.

**Best Features:** Climb into the cab of 14 different construction vehicles and let rip. It's kind of like Robot Wars on a grander scale with each vehicle able to call upon 20 special attacks. You can also utilise destructible parts of the scenery to topple onto your opponents – a real treat in two-player.

**Bottom Line:** Short, inexpensive and yet, when weighed against the pile of genericness next door, a breath of fresh diesel.

**ANTICIPATION** ★★★

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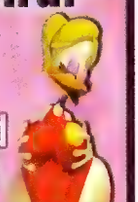

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I love you, Mr Dan.
And I love you, Hawaiian Girl.
Dan D and Hawaiian Girl were the happiest couple in the world.
But then, one day...
Hawaiian Girl, why don't we get married?
I'm sorry Dan, it's over. I've had enough of the late deadlines, the PES tournaments and the way you're always thinking up puns. So I'm running away...
Dude. S'up?.
...With Bam Margera!
Dan tried meeting new people...
Nice bed. Is it, um, big enough for two?
...And even embracing different lifestyles.
Dosvidanya, comrade. I like your coat.
What's the matter, Dan? You seem so distant.
It's not you, Pole-Dancing Girl. It's me.
But it just wasn't the same.
But...
Goodbye, cruel world.
So, one day, he decided to end it all.
Dan!
Hawaiian Gi... erk!
Oh, no! When Dan leaped off that building, I realised that he can be just as reckless as Bam Margera. But *he's* got a proper job on a popular PlayStation 2 magazine. And I loved him. But he's gone.
No, it's okay. I'm all right now, Hawaiian Girl.
Really? Then let's get married.
Get in! Luckily, I brought my suit.
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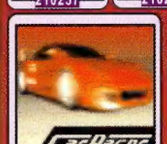

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## CHILL OUT

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## DANCE

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| NOT ALONE - olive | 113058 |
| WEEKEND - scooter | 112466 |
| YOU'RE A SUPERSTAR - love inc | 112329 |
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## FOOTBALL

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| ARE YOU READY FOR - elton john | 112869 |
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| 3 LIONS - baddiel & skinner | 111494 |
| COUNTRY ROAD - hermes house band | 111571 |
| MATCH OF THE DAY | 111126 |

## ROCK

| | |
|---|---|
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